

TAKE YOUR GAME FURTHER™ **BRADYGAMES**



OFFICIAL

BLUESTINGER™

STRATEGY GUIDE



This game has
received the
following rating
from the ESRB.

OVER
50
MAPS!

ACTIVISION®

Sega © Dreamcast

Official
BLUE STINGERTM
Strategy Guide

By
Tim Bogenh

ACTIVISION[®]

BRADY GAMES[®]
TAKE YOUR GAME FURTHER[™]

Official BLUESTINGER™

Strategy Guide

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—Tim Bogenn (*Bow Gun*)

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CONTENTS

GAME BASICS	5
------------------------------	----------

MAPS & STRATEGY

Bay Area	9
Dino Bridge	9
Dino Tunnel	12
Dino Slope	13

Brain Area	15
Brain Center	15

Bay Area	17
Lab Town Safety Wall	17

City Area	19
Hello Market	19
Pen Pen Stamp Rally	22
Freezer A	30
Dragon Boss	32
Freezers B & C	34
Mid Area	36

Brain Area	45
Run Road	46
Crab Boss #1	47

Power Plant	53
Getting the Power Running	53
Crab Boss #2	62

Cashing the Bank Cards	65
Kimra Bank	68

Brain Area	70
Run Road (Jeep)	70

Lab Area	71
Kimra Tech Lab	71
Vector Slime Boss	86
Cigadent	90

Brain Area	92
Run Road Pipe Walk	93

Apartment Area	96
Hillton	97
Dragon Boss	99
Inside the Hillton	100
Janine's Apartment	106

Brain Area	106
Water Pipe	107
Underway	108

Wave Tower	109
Climbing the Tower	110
Tower Roof Battle	112

Final Boss: Clone Jascony	114
--	------------

The Ending	116
-----------------------------	------------

BESTIARY	117
---------------------------	------------

ITEMS LIST	121
-----------------------------	------------

WEAPONS LIST	125
-------------------------------	------------

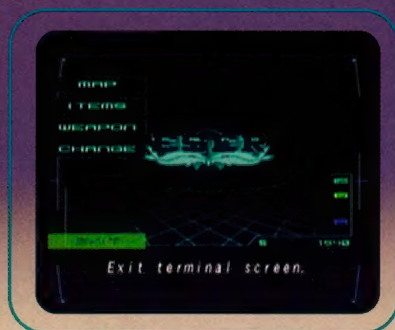
SECRETS	127
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GAME BASICS

START MENU



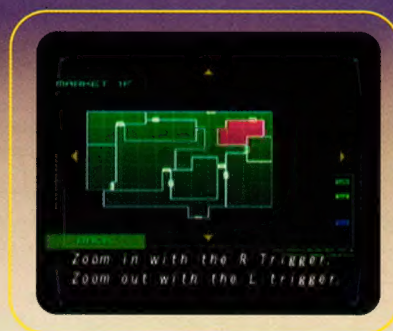
MAP



The first option in the Start Menu is "Map." Press the A button continuously to narrow the areas down to the one you are currently in.

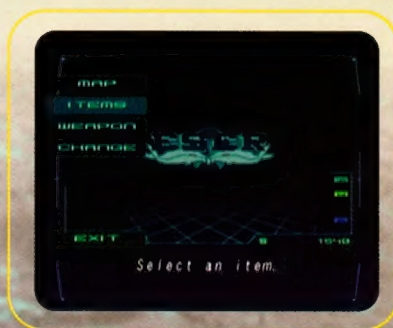
The blue areas on the map are the unexplored areas, the green areas have already been explored, and the red area denotes your current location.

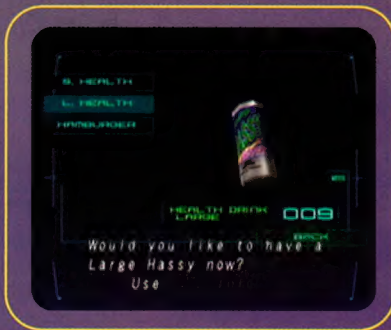
Unless you find a map download, the map will become visible only when you visit that particular area. Zoom in and out using the trigger buttons, and move the maps around with the directional buttons. Pressing the B button or Start will back you out.



ITEMS

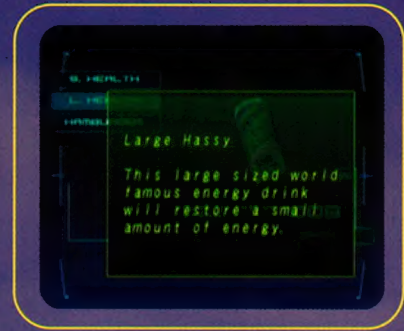
This is where you will find all food, weapons, and items that you pick up along the way.





To use a Health power-up, simply select the "Use" option and press the A button.

All Items have an "Info" (Information) selection where you can learn about the Items and find clues.

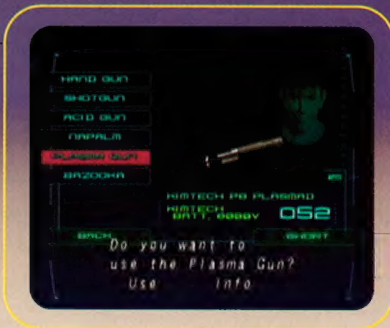


WEAPON



There are two options in the Weapons Menu: Eliot and Dogs. Choose the character whose weapon you want to change or get "Info" on.

The red highlight indicates the weapon that has been chosen. Eliot's Weapon Menu has an extra option.

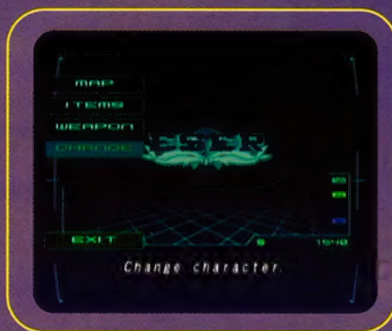


Move the selection to the right to access his short-range weapons. Eliot can equip both short- and long-range weapons at the same time (see the Moves List to learn how to use the different weapons).



CHANGE

The last option in the Start Menu allows you to switch between characters during gameplay. There are times when you will not be able to select Dogs (when separated or when Eliot is underwater—Dogs cannot swim). To change characters, move the highlighted box to the appropriate character and press the A button.



Here you can see what each character is equipped with. You can also access the employee I.D. number of Eliot Ballade, which you'll need to use his Bank Card. The total number of collected coins is always displayed in the bottom-right corner of the Start Menu.

ON SCREEN GAMEPLAY MENU

HEALTH METER

The green bar at the bottom of the screen indicates the amount of health a character has. As damage is taken, the bar gets shorter and turns orange.

When a character takes a certain amount of damage, he will hunch over and walk slower until enough health is replenished with Drinks and Food. Some

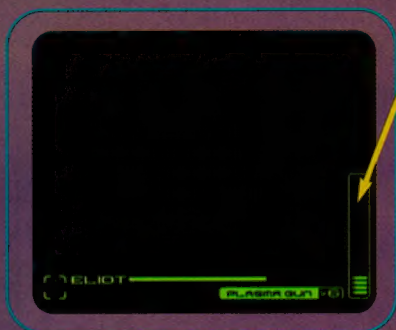
foods—such as Steak, Sushi, and Pasta Plates—increase the length of the Health Meter, thus increasing maximum health.



WEAPONS DISPLAY

The Weapons Display is below and to the right of the Health Meter. This displays the name of the weapon that your selected character is currently holding. The "X #" box at the end of the display denotes the amount of ammunition rounds left in the displayed weapon.





AMMUNITION DISPLAY

The Ammunition Display appears to the right of the Weapons Display. This shows the number of shells or amount energy left in the loaded round of the weapon. When this box is empty, the next pull of the trigger will cause the character to go into the reloading mode. If the number in the weapons display is "0" the character cannot reload because you're out of ammo. If this happens, change weapons, use short-range weapons, fistfight, or run!

GAMEPLAY TIPS

- When the success of a task is determined by a countdown clock, use the Start Menu to halt the countdown. However, the overall Gameplay Time is not affected by pausing.
- The only way to save your progress is by using K.I.S.S. Saving Systems. Save often or risk having to replay what you've already accomplished.
- To turn around and re-enter a door or open corridor, you must first move a few steps away.
- The only way to load previous saves is through the Title Screen Menu. To reset a game during play, press Y + B + A + X + Start.
- Ammunition for weapons that you do not have can still be purchased from Vending Systems, so make sure that you're not wasting hard earned coins on something you can't use.
- You cannot drop items from your inventory.
- The Hand Gun is the only weapon that shoots underwater.
- Difficulty Settings affect enemy Hit Points and the amount of money earned. This is chosen from the "Options" mode in the Title Screen Menu.
- The Stun Rod Rocks!

MOVES LIST

Button:	Description:
Y	Fires Eliot's Long-range Weapons/Fires Dogs Weapons or Fighting Technique
B	Swim (Eliot)/ Menu Cancel
A	Examine, Climb / Menu Accept
X	Executes Eliot's Short-range Weapon or Fists/Causes Dogs to Block
Directional Pad	Movement, Direction, and Push
Analog Joystick	Movement, Direction, and Push
Start	Calls up Menu Screen
Right Trigger	Fires Eliot's Long-range Weapons/Fires Dogs Weapons or Fighting Technique/Map Zoom In
Left Trigger	Map Zoom Out
Left Trigger + Directional buttons or Joystick	Look
Y+B+A+X+Start	Reset Game
Y+B+A+X+Start on Title Screen	Accesses Dreamcast Menu

LEVEL STRATEGY

BAY AREA



BAY AREA

DINO BRIDGE

DINO BRIDGE

ITEMS:

Eliot ATM

Small Hassy

Co1 Gate Key

Small Hassy

Co2 Gate Key

Co2 Room Key

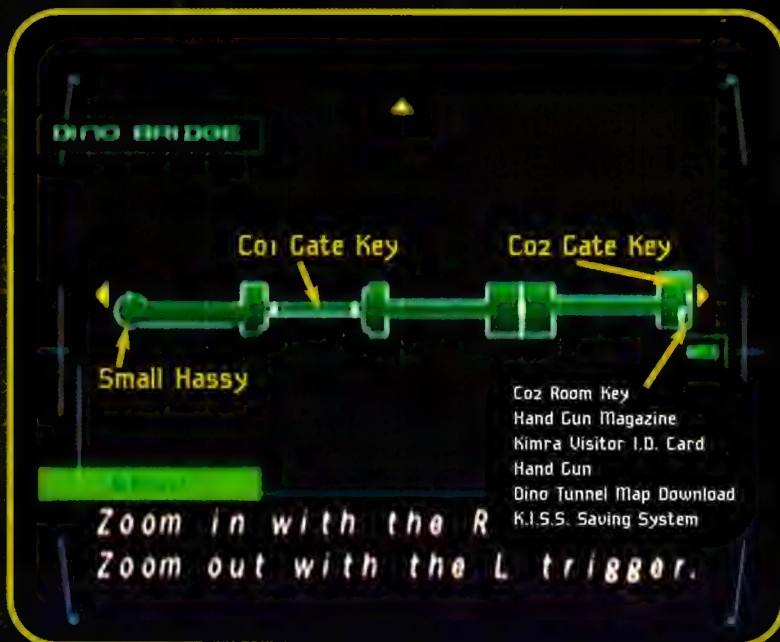
Hand Gun Magazine

Kimra Visitor I.D. Card

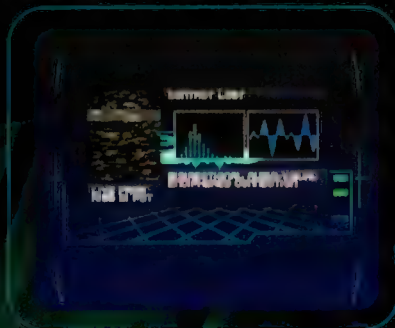
Hand Gun

Dino Tunnel Map Download

K.I.S.S. Saving System



After attaining control of Eliot, approach the C-Gate entrance of facility at the end of the pier.



A hand held audio-visual unit pages Eliot halfway to the gate. Press the Start button to activate it. Janine requests help, but the connection fails as she is about to reveal her location.



As you continue to the gate, a man appears at the end of the pier, then vanishes.



Investigate the area where the figure was standing. He dropped a **Small Hassy** soda; this drink-can is a small Health power-up.



At the gate, Janine says that you can find an I.D. Card on one of the corpses inside. With that, and armed only with a Bank Card (Eliot's ATM), enter the door by pressing the A button.



Take the **glittering COT Gate Key** from the corpse in the middle of the hall by pressing the A button. To view the information on items that you pick up, press the Start button, choose Items, Other, the item in question, and then Info. This will give you information concerning an item's purpose or characteristics. Enter the following shutter door.

Cross the bridge that leads to the COT Gate entrance, then use the Gate Key on the electronic lock to the right of the door.



If you're close enough to take the **Small Hassy** drink from the Premorph Human Dino-site to the right, you'll awaken him, then engage in a fist fight. Use the X button to punch.



After defeating him with a few combos, pick up the five coins that spring from the body. This is a means to purchase weapons, power-ups, and ammunition. Each coin is worth \$10. Enter Co1 Gate.

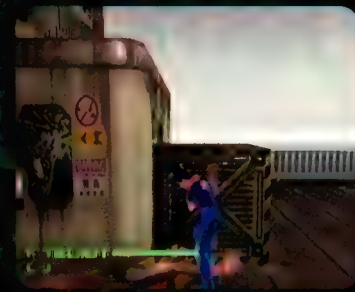
At the end of the next bridge, just as you are pushed to the ground by an enormous mutated creature, the man from the Pier reappears and shoots the creature dead.



He introduces himself as Dogs Bower. He decides to join you, figuring you'll need some kind of protection. From here on out, you can choose Dogs as a playable character by accessing the Change option in the Start Menu. Their health is not shared nor are their weapons; however, they do share items. Dogs is equipped with a Bow Gun with six shots left in the Arrow Magazine. Continue forward to the next gate.

The Coz Gate Key can be found to the left of the Coz Gate entrance on a carcass balled up in the corner.

There's a block in front of the card-bearing corpse. Push it up against the small security building—the side with the door.



Climb up the block to access the roof, then recover the Coz Room Key and a Hand Gun Magazine from the cadaver. The key opens the door to the room below.

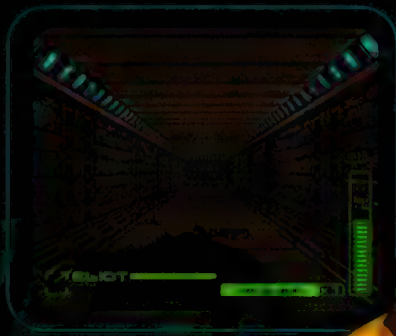
ALL WEAPONS MODE TIME

00:05:32

Enter the Security Room and gather the Kimra Visitor I.D. Card and the Hand Gun from the shelf. Download the Dino Tunnel Map and use the K.I.S.S. Saving System to save your progress.



Equip Eliot with the handgun using the Start button menu, then use the Coz Gate Key on the shutter door and enter the Dino Tunnel.

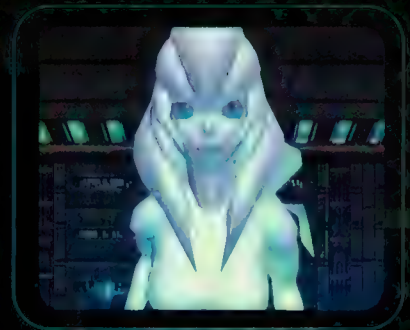


DINO TUNNEL

ITEMS:

Magazine of Arrows

Pick up the glittering **Magazine of Arrows** from the Premorph Human Dino-site. Shoot the awakened beast a few times with Dogs' arrows or the Hand Gun, then collect the coins.



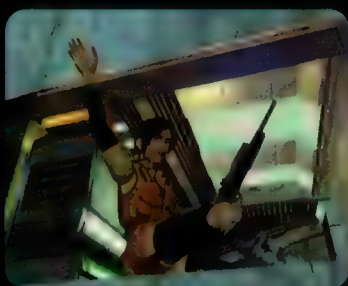
DINO TUNNEL

Magazine of Arrows

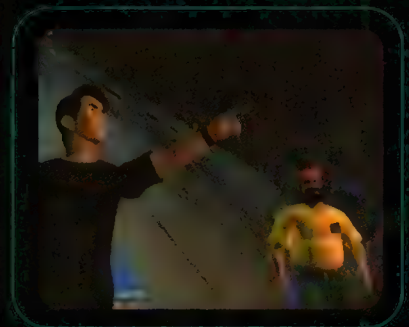
Zoom in with the R Trigger.
Zoom out with the L trigger.

As you approach the elbow of the tunnel, Nephilim will drop down and make her presence known. Kill another Premorph Human Dino-site near the shutter exit door, then continue to the right and exit the tunnel.

With Lab Town to your right, proceed to cross the bridge and head toward the Slope Shuttle Port.



Halfway across, a monster fish jumps from the water onto the bridge. Luckily, Janine is perched in a window above and snipe-shoots the creature, causing it to retreat into the water before it does any harm.



Janine reveals her position and advises you on how to reach her. At the Shuttle Port entrance, use the Visitor's I.D. on the scanner to the left to open the gate and enter the Dino Slope.

DINO SLOPE



ITEMS:

Magazine of Arrows
Vending Systems
Brain Area Map
Download
K.I.S.S. Saving System
Napalm Launcher
Metal Bat
Large Hassy



Inside the lower Shuttle Bay, shoot the three small Tentacle Dino-sites five times each with the Hand Gun or three times each with the Bow Gun.

ALL WEAPONS MODE TIME

00:08:25

Enter the small room to the right on the opposite wall and take the Magazine of Arrows from the dead body on the floor. Inside you will also find three Vending Systems where you can purchase a few rounds of ammo and Hassy sodas depending on how much money you have collected. Download the Brain Area Map and save your progress on the K.I.S.S. Save System.





Enter the adjacent room near Shuttle Door A. Activate the shuttle-monitoring computer on the left (displaying "Warning: System Broke Down"). Deactivating the shaft entrance lock will cause Shuttle A to free fall down the shaft. This will kill the worker inside if you don't engage the shuttle's emergency stop control within 120 seconds.

NOTE

WHenever a clock is involved in a puzzle, using the **START** button menu will interrupt the countdown until the **START** button is pressed again.

Leave the control room and enter the now unlocked Shuttle Door A. Weave upward between the large Tentacle Dino-sites in the shaft. Avoid contact or confrontation with these depraved limbs,



At the top of the shaft, head to the right, climb up the small platform, then climb the ladder that leads to the door above. Inside, take the first left turn to reach an opening in the gated area. If you opened another door, you went too far.



Activate the emergency stop control to stop the shuttle and save its passenger, then exit the room through the door to the left and enter the upper Shuttle Bay to confront the worker.

A Premorph Human Dino-site and two Bird Dino-sites will challenge you. The man-like creature perishes after six Hand Gun bullets while the birds require only three.



Enter Shuttle A and talk to the worker, then pick up the **Napalm Launcher** at his feet.

Return to the previous room and kill the Premorph Human Dino-site, then get the **Large Hassy** and **Metal Bat** from behind the boxes to the left of the Shuttle B doors. Equip Eliot with this short-range weapon and enter the

large double-doors to the left. You'll find that the Premorph Human Dino-site you killed earlier has come back.



BRAIN AREA



BRAIN CENTER

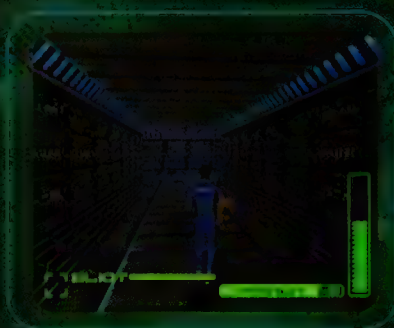
ITEMS:

Town Pass

Karate T-shirt

K.I.S.S. Saving System

Vending System



Head down the corridor, past the tentacle and left at the transition area. Eliot gives his password at the door lock to the right of the Brain Center entrance.

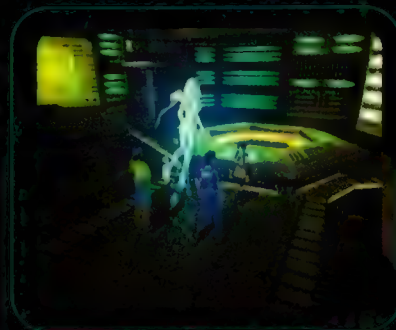
BRAIN AREA

BRAIN CENTER



Inside, everyone is introduced, including Nephilim, who is shot at by the astonished Janine King.

As you approach the right side of the main computer, Janine's access to the files is limited without an employee I.D. Card.



Dogs suggests visiting "Rats' Place" to find an I.D. Card. Janine hands you the **Town Pass** to enter the Lab Town area of the island. To the right of the circular console you will find a large blue-screened computer.

Walk up to it and use the Interact button to deactivate the locks on the Shuttle B doors. Walk a few steps away and back again, then interact with the same computer to actually activate Shuttle B.

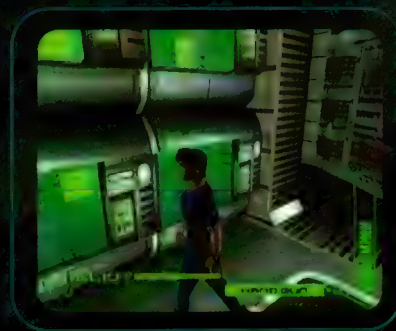


NOTE

THERE'S AN EAST AND A WEST DOOR—BOTH LEAD OUT OF THIS ROOM. THE DIRECTION IS LABELED ABOVE THE DOOR WITH A SINGLE LETTER. YOU ENTERED THE ROOM THROUGH THE SOUTH DOOR.

ALL WEAPONS MODE TIME

00:10:06



Enter the Nap Room through the unlocked West door. On the other side of the nap chambers you will find a **Karate T-shirt** for Dogs. You can also save your progress and buy more goodies from the Vending Systems.

The Karate T-shirt is a fiercely clever thing to equip when you're out of ammo—it allows Dogs to kick some major butt without using any weapon but his own fists. Return to the control room and exit through the South door.





Head back to the upper shuttle bay and enter Shuttle B.

Inside the shuttle, activate the switch on the right side of the door, then answer "yes" when questioned to begin your descent into the lower shuttle bay. Go through the exit door on the left, then cross the bridge to the Lab Town door.



Use the Town Pass Card on the control panel to the left of the door, then enter the Dino Tunnel and kill three Premorph Human Dino-sites inside to gain some much-needed money.

BAY AREA (CONTINUED)

LAB TOWN

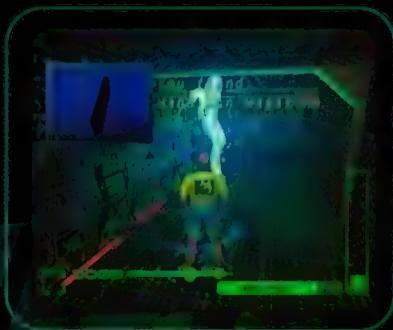
ITEMS:

Hand Gun Magazine

Hello Market Card

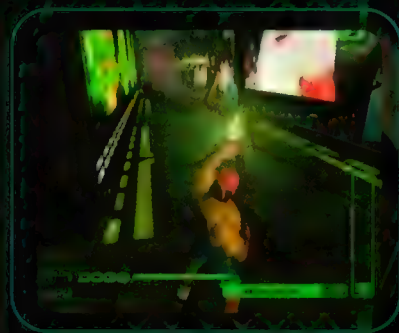


As you enter Lab Town, the first things you'll notice are the neon lights and the beautiful sound of Christmas music, which makes killing mutated humans much more festive. Past the first Premorph Human Dino-site and to the left you will see the locked entrance to the Hello Market. To get to Rats' Place, head into the next tunnel.



Inside the tunnel you will encounter two Premorph Human Dino-sites and find a Hand Gun Magazine from the corpse on the ground. If you start using the Karate T-shirt (hand to hand combat) on these easier enemies, you'll save money to purchase some really expensive weapons later.

Upon exiting the small corridor you will be stopped by another Tentacle Dino-site that's reaching up from the ground. Three arrows from Dogs' Bow will make short work of it.



Continue to the safety wall at the end of the boardwalk, then pick up the Hello Market Card from the corpse in the right corner and head back toward the Market.

You learn from Janine, via the audio-visual device, that the only other way to get to Rats is through the Freezer (to the right of where you are standing). To do this, you'll need a key you can find in the Market. Dogs knows Devlin, the manager of the Hello Market. If he's still alive, he will be able to get the key to the freezer.



CITY AREA



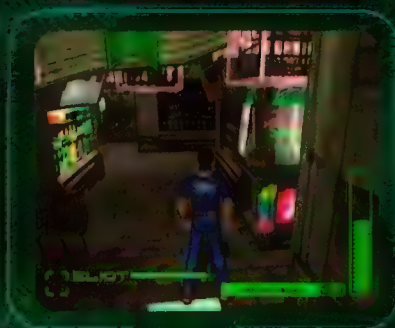
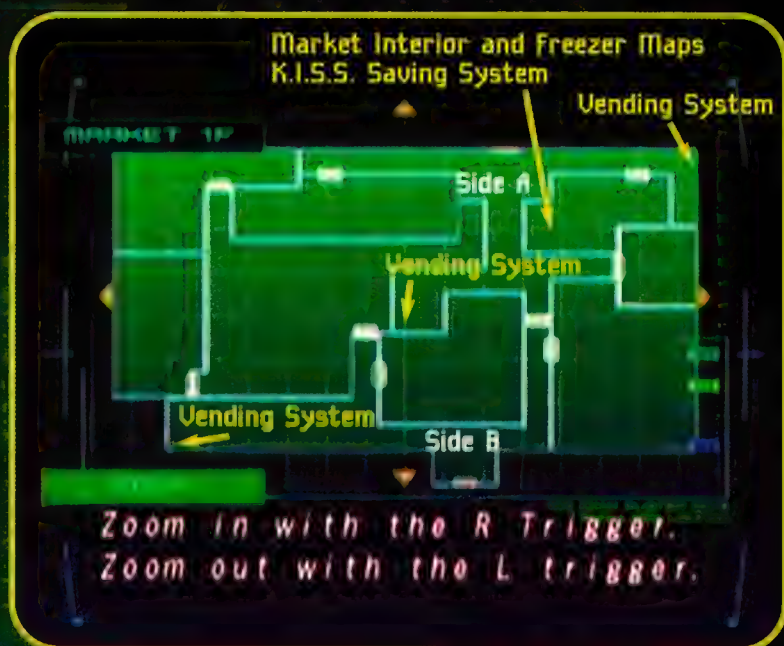
MARKET 1F

ITEMS:

Market Interior and
Freezer Maps

K.I.S.S. Saving System

Vending System

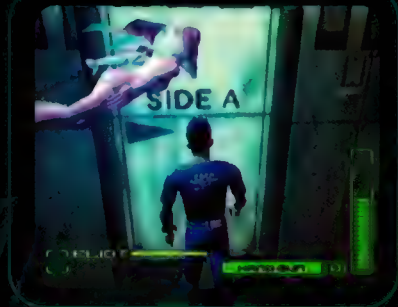


Enter the Hello Market using the Card found on the corpse near the freezer area. Pay attention to the markings on the floor as you enter—"Side A" (the Market) is conveniently labeled to help you through this area.

ALL WEAPONS MODE TIME

00:22:42

To the left as you enter the market is a hall that leads to a K.I.S.S. Room. Enter, download the Market Interior and Freezer Maps, then save your progress on the K.I.S.S. Saving System.



When you exit the K.I.S.S. Room, you will find a Vending System and a moneymaking opportunity to the right. Splatter the Premorph Human Dino-site hiding in the corner on the floor and buy some ammo!



Finding that all the other doors in this area are locked, enter the other side of the market through the door in the rear of the market. It's conveniently labeled, "To Other Side."



Head through the double doors labeled "Staff Only" to the right.



STOCKYARD

ITEMS:

Work Schedule

Gun Shop Key



You will face the Staff Room door at the first bend of the stockyard passage.



NOTE

THE NEXT PUZZLE INVOLVES FINDING STAMPS AND A DRUG CALLED DOCKSIN ALL WITHIN A 42-MINUTE TIME LIMIT. IF YOU WANT TO AVOID CHALLENGING THE CLOCK, YOU CAN CHEAT THE GAME BY **NOT** ENTERING THIS ROOM UNTIL YOU HAVE FOUND ALL FOUR STAMPS AND THE DOCKSIN FROM UPSTAIRS. SIMPLY READ AHEAD, SKIPPING THE STAFF ROOM, AND THEN FOLLOW THE INSTRUCTIONS STARTING WITH THE PEN PEN STAMP RALLY.

CITY AREA

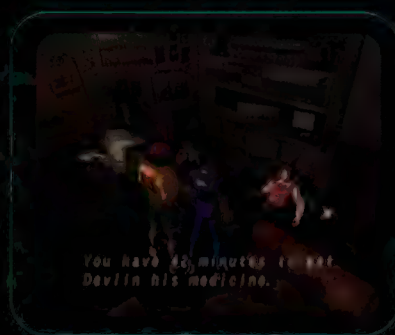
STOCKYARD



Inside you will find a Work Schedule (Deployment). It's on top of a table to the left. Devlin is on the floor in the back, clutching his chest and having what appears to be a seizure.

Behind Devlin is the Gun Shop Key, but as you approach Devlin you learn that he needs a drug call

Docksin to stop the seizures. He tells you that Roland, the vice-manager of the market, has the freezer key and that the Docksin can be found in the Pharmacy section of the store. Looking at the Deployment in your inventory you notice that Roland is working on the second floor.



After realizing that none of the vending machines carries Docksin, Eliot and Dogs figure they will find it on the second level. When you try to take the Side A Elevator, located across the hall from the Drug area, you discover that you need to find four stamps to enter the elevator! This means you will be playing the Pen Pen Stamp Rally game to gain access to the special bargain shopping above.



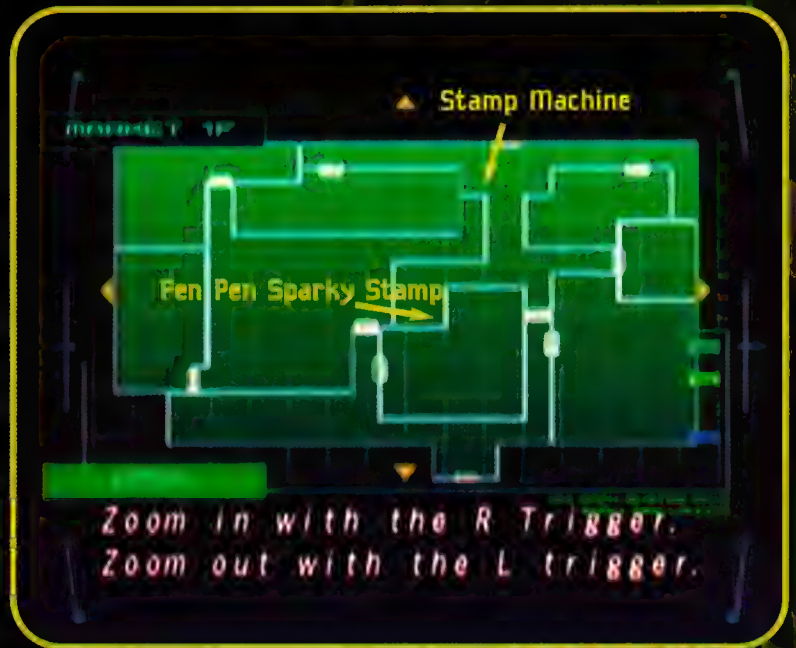
You have 42 minutes on the clock to find Docksin in the market before this guy keels over!



PEN PEN STAMP RALLY

MARKET 1F

First, you need a stamp card. Return to the front of the market (Side A), and inspect the colorful Stamp Machine near the entrance. Answer "yes" to the question if you would like to play the game.



Head toward Side A and go to the back of the right aisle. This is the Drug Store where the sold out Docksin Vending System is located.

On inspection of the Stamp Machine in the opposite corner you will discover the Pen Pen Sparky Stamp.

NOTE

THE STAMPS WILL NOT APPEAR IN YOUR INVENTORY.



STOCKYARD

ITEMS:

Large Hassy

Magazines of Arrows (2)

Large Hassy

Kimra Bank Card



On your way through Side B, check out the two locked Emergency Shutter Doors on either side of the market. Remember the numbers painted on them—0030 and 0050.



Head into the Stockyard, pass the Staff Room, and go around the corner. You will be confronted by a few Premorph Human Dino-sites. Kick them around a bit and continue down the hallway.

There is a Large Hassy on a cadaver at the dead end hall to the right.



Kill or run around the Bird Dino-site at the Storage Room door and enter.

In the back area of the Stockyard you will find another Premorph Human Dino-site behind a small Tentacle Dino-site. Shoot them with the Bow Gun and continue down the hallway, passing the next hall way to Storage Room 2.



STORAGE ROOM 2

Quickly shoot two arrows each at both Bird Dino-sites perched on the boxes to the right before they have a chance to attack.

Jump up on the stack of boxes to the left and then drop behind to find two Magazines of Arrows.





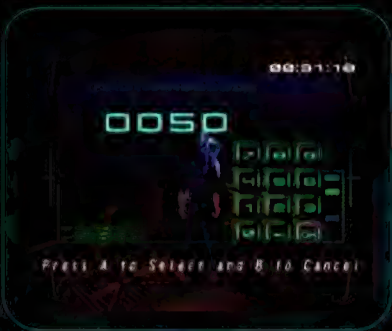
Now push the box straight back until it rests against the taller gray box near the back of the room.

Push the gray box until it stops up against the back wall.



Finally, push the small box to the left a bit, and then to the back of the room so that it's flush up against left side of the gray box. Climb up the small box to the gray box, then activate the control panel on the back wall.

When asked, enter in the digits "0030," then press "O.K." to deactivate the 0030 Emergency door in the market.



Repeat the process using the digits "0050" to open the other emergency shutter door.

Before you leave the room, climb the stack of boxes to the left, near the back of the room. Walk over the dead man and jump down behind boxes. You'll find a Large Hassy and the Kimra Bank Card.



Well, they're already dead... might as well take their money, huh?



MARKET 1F

ITEMS:

.....
 Magazine of Arrows

.....
 Large Hassy

.....
 Hand Gun Magazine

.....
 Rental Video Shop Card



Zoom in with the R Trigger.
 Zoom out with the L trigger.



Fight your way back to Side B of the Hello Market. As soon as you enter the market, head to the left side, and then down the short hall where the 0030 Emergency Shutter was.

FOOD AND DRINK STORE

Now enter the Food and Drink area through the blue door. Kill the approaching Premorph Human Dino-site and get

the Magazine of Arrows from the end of the hall to the right.



in the "Fresh Meats" section. You'll find a Large Hassy and a Hand Gun Magazine.

Back out of the hall and enter the double doors labeled "Music."



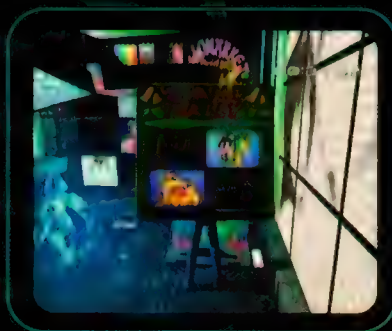
Head to the opposite side of the room, taking all left turns through the aisles. Eliminate a small Tentacle and a Premorph Human Dino-site to end up





Use Eliot's Hand Gun to kill the Bird Dino-site, then work your way to the back-right side of the store to find a Rental Video Shop Card from the dead guy on the floor.

Exit the Music Store and take the immediate left aisle to the "AV Corner" door, then enter the Audio-Video Store. You'll find another Stamp Machine in the back of the room.



Activate it and receive the Total Pen Buck Stamp. Exit the AV room and the Food and Drink store, then head to the opposite end of Side B Hello Market.

TOY STORE



Enter the Toy Store that used to be locked shut by the 0050 Emergency Shutter Doors.

Inside you will find two Bird Dino-sites and a small Tentacle Dino-site, but most importantly, the third stamp!



In the middle of the store, through the maze of shelves, you will find the Stamp Machine and the Pen Pen Tina Stamp.



Exit the Toy Store and enter Side A of the Hello Market. Go toward the entrance of the market, down the left aisle, and use the Video Rental Card to enter the store.

VIDEO RENTAL STORE



Inside, Janine will page you, but will have nothing to say about the Pen Pen Stamp Rally you're playing.

In the back of the room you will find another Stamp Machine. This one doles out "Taco Pen Sneak"—the last stamp!



ALL WEAPONS MODE TIME

00:34:00

Now you can enter the elevator, also on Side A of the market, to access the second floor. Select Dogs and make sure he has a few Magazines of Arrows equipped before entering the elevator.



NOTE

YOU MAY WANT TO GO SAVE YOUR PROGRESS IN THE K.I.S.S. ROOM AROUND THE CORNER NOW.

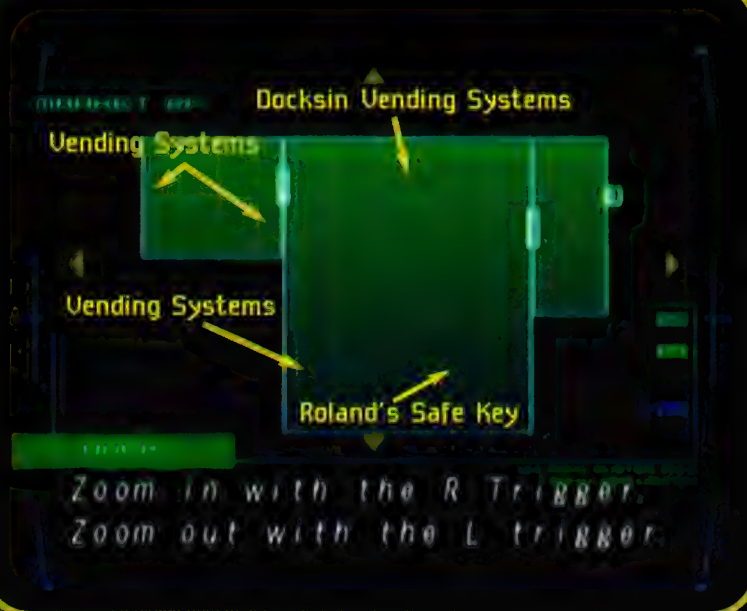
MARKET 2F

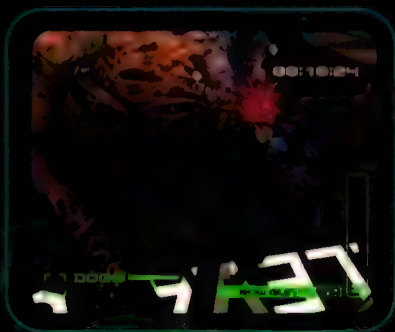
ITEMS:

Docksin

Roland's Safe Key

Vending Systems





As soon as you step off the elevator to the second floor, the toughest monster yet will attack you. The Brown Full Human Dino-site is big and mean! It will take a few magazines of arrows to take him down.

After defeating the monster, gather all the beautiful coins and enter the next room—the Bargain Store.

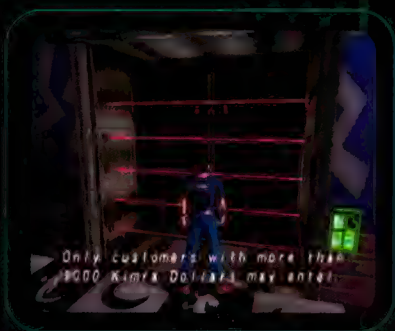


On the back-right wall, you will find the Docksin you need from an Orange Vending System.

Buy the Docksin, then find Roland—he's in the aisle in the front-left section of the room.



Dogs asks for the freezer key, but gets Roland's Safe Key instead. Fill up on any necessary ammo or health from the Vending Systems, then return to the Staff Room and give Devlin his medicine.



STOCKYARD

ITEMS:

First Storage Key

Freezer Key

Shotgun

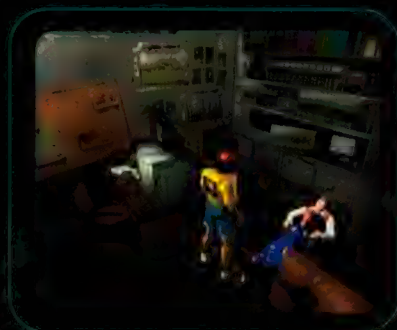
Boxes of Shotgun Shells

Three Boxes of Napalm

Vending Systems

TIP

IN THE REAR OF THE BARGAIN STORE, YOU'LL FIND A ROOM PROTECTED BY A LASER SECURITY SYSTEM. IF YOU HAVE OVER \$3000, YOU'LL BE ABLE TO ENTER AND ACCESS THE VENDING SYSTEMS. RETURN HERE AFTER CASHING IN ALL THE BANK CARDS LATER ON IN THE GAME. THE SUPER BAZOOKA IS A MUST HAVE!



Go down the elevator, through Side A and B of the market, and into the Stockyard. Enter the Staff Room door and approach Devlin with the Docksin. This stops the clock.

After thanking you for saving his life, Devlin hands you the First Storage Key.



NOTE

IF YOU LET DEVLIN DIE, YOU WON'T GET THE STORAGE KEY. ALSO, IF YOU DIDN'T GET THE GUN SHOP KEY NEXT TO HIM EARLIER, MAKE SURE TO TAKE IT NOW.



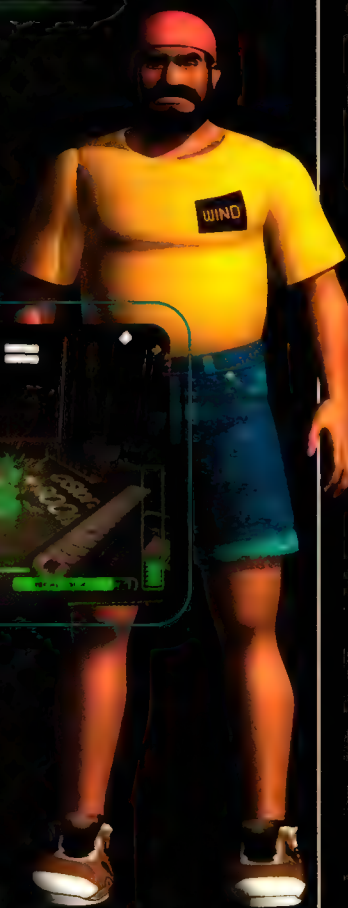
Use Roland's Safe Key on the safe. Inside you'll find the Freezer Key!

Exit the Staff Room, then take the hall on the right that you passed earlier. Shoot the Tentacle Dino-site that safeguards the entrance to Storage Room 1.



Use the First Storage Room Key to unlock and enter the gate. Retrieve a Shotgun and two Boxes of Shotgun Shells from one side and three Boxes of Napalm from the other.

Exit the Stockyard and the Hello Market after saving your progress again, then make your way back to the Freezer near the Safety Wall that kept you from Rats' Bar.



TIP

IF YOU'VE BEEN SAVING MONEY AND HAVE PLENTY OF AMMO AND HASSY SODAS, ENTER THE GUN SHOP NEXT TO THE FOOD AND DRINK STORE ON SIDE B OF THE HELLO MARKET. INSIDE THERE'S A TENTACLE ON THE FLOOR AND ANOTHER ON THE CEILING IN THE BACK OF THE SHOP. SPLATTER THEM BOTH AND INSPECT THE VENDING SYSTEMS.

YOU'LL FIND LOTS OF EXPENSIVE WEAPONS, BUT THE Sumo T-SHIRT IS ONLY \$720—A GOOD BUY IF YOU CAN AFFORD IT. IT ALLOWS DOGS TO RELEASE A LONGER COMBO THAN WITH ONLY THE KARATE SHIRT.

FREEZER A

ITEMS:

Warming Room key

Operation Room Key

Machine Room Key

Vending System

Invert Key

Heater

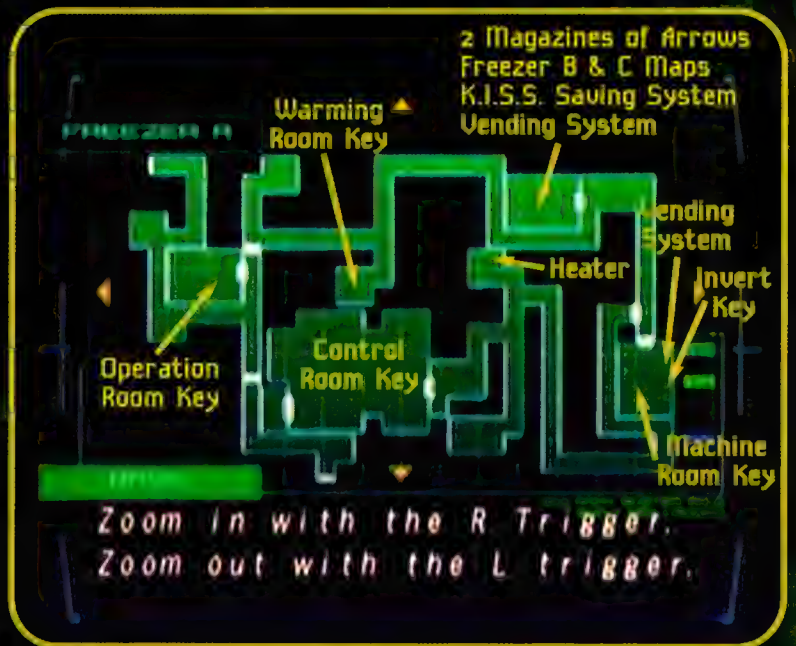
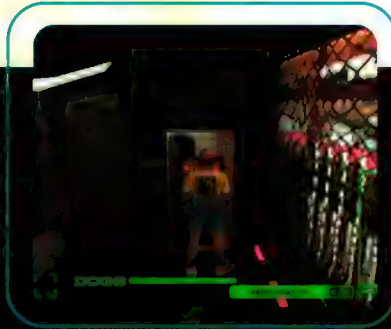
Control Room Key

Magazines of Arrows (2)

Freezer B and C Map Downloads

K.I.S.S. Saving System

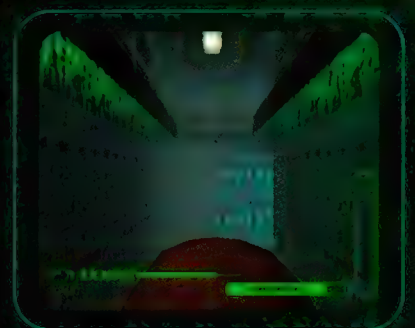
Vending Systems



Use the Freezer

Card Key to unlock and enter the Freezer door in Lab Town. Not surprisingly, it's cold inside. You now have a new health meter in the bottom-left corner of the screen. This is your body temperature reading. If it drops too far and turns orange, immediately head for a warmer room or you'll become just another slab of frozen meat in there. Use Eliot for this task since he moves a little faster than Dogs.

Move quickly while avoiding confrontation with the Premorph Human Dino-sites. Take two rights, three lefts, and then go through the unlocked door at the end of the hall. To the left is the warm room you will return to as soon as you get the key ahead.



Once through the first door, take an immediate right and run down the walkway, avoiding the Premorph Human Dino-site at the end. Turn right into the dead end and pick up the **Warming Room Key**, then return to the locked Warming Room Door.



Use the key to unlock the door and enter. Take the **Operation Room Key** from the corpse in the corner and inspect the Freezer Temperature Controls. Answer "yes" when asked if you'd like to see the instructions. To change the temperature, adjust the RPM rate of the Cryo Pump in the Freezer Control Center.

The following settings are displayed:

Defrost mode is 0 to 4000 RPM

Freezing mode is 5000 to 5999 RPM

Deep Freeze mode is 6000 to 6999 RPM



Currently the freezer is set to 6500 RPMs (Deep Freeze mode). You need to find the Control Center to change the temperature to that of a normal freezer.

Head back out into the freezer and through the familiar door to the left. Go right as you enter the next area and then left at the end of the walkway, again avoiding the Premorph Human Dino-site there. Now, just follow the walkway until you reach a large Tentacle Dino-site and a door behind you that is frozen shut (not locked).



Kill the Tentacle and continue to the next set of doors, use the Operation Room Card Key on the door, and enter.

Inside to the right, pick up the **Machine Room Key** from the floor. On the left wall is an Ammunitions Vending System and

another Freezer Temperature Control unit. Activate the unit and receive the **Invert Key**, this will allow you to override and change the temperature from the Control Center.





Exit the room, head through the door on the left, then follow the freezer hallway until you reach a transition area.

Quickly enter the small area with the corpse on the floor to the right, then take the glittering Heater from the right corner—with this in your possession, the body temperature meter fills up and disappears. For the rest of your visit to the freezers, this mini body heater will prevent you from becoming a human icicle.



Kill the two Premorph Human Dino-sites, then take the other hall at the transition area to the first right and head into a small alcove. You'll find the Oil Pressure C-Unit door.

Use the Machine Room Card Key on the door, take a drink of Hassy if you need it, and enter the door into the first Boss battle.



BOSS BATTLE: FREEZER DRAGON DINO-SITE

Hit points: 270

Attacks: Freezing Breath, Tail Whip, and Bite.

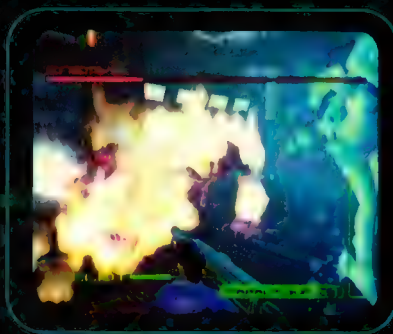


Equip Eliot with the Napalm Launcher and circle around the Dragon, stopping only to shoot.

You must face the beast while you shoot—the Napalm Launcher will not auto-aim like the Hand Gun. Avoid getting too close to any part of the Dragon—his Tail Whip and Freezing Breath are bad, but his Bite is even worse than his bark!



If you get hit, there should be plenty of time for you to circle around and take a drink or grab a bite to eat before he catches up to you. Keep launching Napalm until the Red Health Meter of the Dragon at the top of the screen is depleted.



After you have liquefied the Freezer Dragon, you will obtain the Control Room Key.



BACK IN FREEZER A (SEE MAP ON PAGE 30)

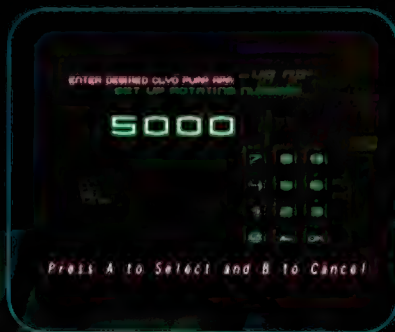
Use the Control Room Key on the MK-5 C-Unit door to unlock it, then enter. Inside the room, walk up to the Temperature Control Terminal and answer "yes" to the question if you would like to use the Invert Key to activate the Express Heating.



Step away and inspect the Terminal again. This time it asks if you would like to remove the Invert Key. Answer "yes" again and you get the key back. It now asks you to enter in the desired RPMs for the Cryo Pump. So, you figure if there was a sudden burst of heat in the freezer, then the

frozen doors should now be thawed, and setting the freezer to normal should allow you to enter those rooms.





Set the pump to 5000 RPMs. "Stable Temperature" is displayed on the computer screen. If you had raised the temperature by setting it below 5000, you would have had to deal with some defrosted monsters and melted pools of ice in Freezers B and C. It would have also been necessary to escape the heat before your body temperature got too high. However, if you set it at anything above 5999, the frozen doors would have remained frozen shut.

Exit the Control Room and head back, past the Operations Room, to the area where you shot the Large Tentacle Dino-site beside the frozen door.

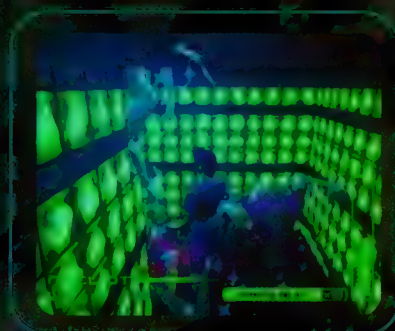
ALL WEAPONS MODE TIME

00:47:00



The door has thawed and you can now enter the room. On the floor, pick up two Magazine of Arrows, download Freezer B and C Maps, and use the K.I.S.S. Saving System. Use the Vending System if you need ammo or Health power-ups.

Exit the room and head right toward the first freezer area and warm room. Just past the first warm room is another frozen door that has now thawed. Enter it.

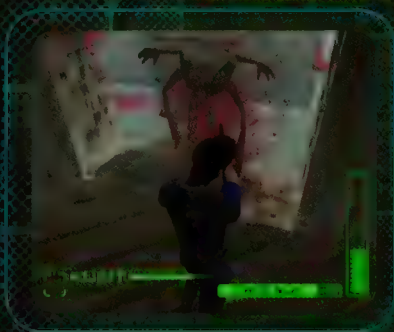


Run past or kill the two Premorph Human Dino-sites and the following Tentacle. Enter the next door into Freezer B.



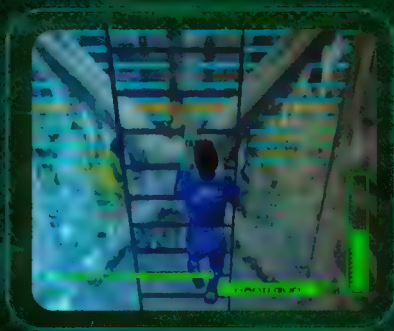
FREEZER B

CITY AREA



Freezer B is nothing more than a maze of ice blocks that would have been melted had you chosen to raise the temperature of the freezers. Doing that would turn this maze into a real challenge! Instead of walking through, you would have been swimming and fighting off fish.

Head to the right and continue to run through the maze. When you see the second Premorph Human Dino-site, kill him and start taking some left turns.



Toward the back-left portion of the room, you will find the ladder that leads up to Freezer C.

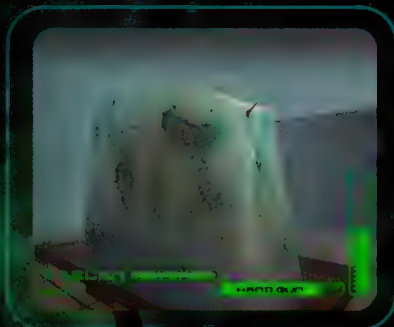


FREEZER B

FREEZER C

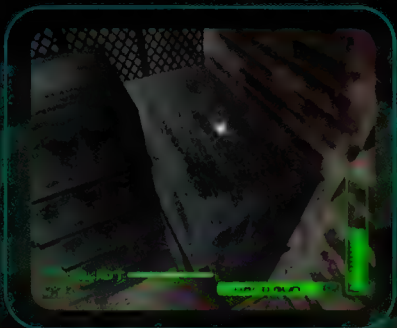
ITEMS:

Meat Room Key



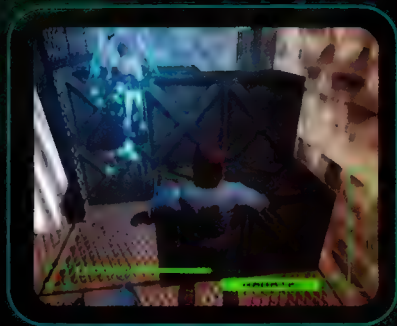
The large monster in the middle of Freezer C is not a threat in his frozen form, so get the Meat Room Key from the top of the ice blocks in the corner of the room.

Climb up to the top of the smallest ice block, then to the next one to the left.



The Meat Room Key is on the adjacent ice block, but you will have to line up your character just right to reach it.

Once there, jump down and open the Meat Room Door, then make your way to the back by destroying the two thawed slabs of meat.



Climb the boxes in the back and exit Freezer C.

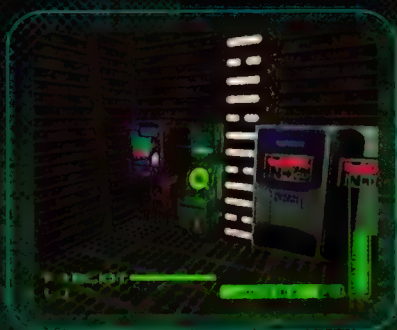


MID AREA



ALL WEAPONS MODE TIME

00:50 Min

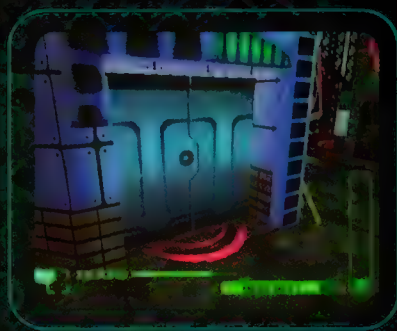


Freezer C opens to the Mid Area of the city. It's a room full of Vending Systems, a K.I.S.S. Saving System, and a download of the rest of the Mid Area and Rats Yard Maps. Save your game and enter the street area.

RESTROOMS

Head into the restrooms, located in the small blue building.

Kill the shirtless Premorph Human Dino-site inside, then climb up on top of the toilet and enter the opened vent. You are now in the women's restroom. Remain in the stall until you have cleared the area of another Premorph Human Dino-site.



ITEMS:

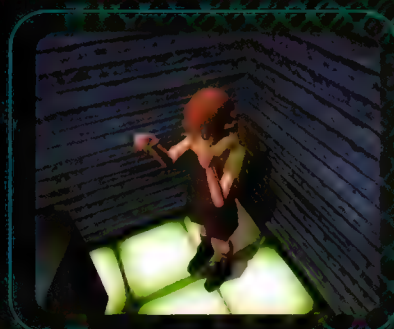
Vending Systems
K.I.S.S. Saving System
Mid Area & Rats Yard
Map Downloads
Rail Gun
Game Token
Big Galy
Large Hassy Sodas (2)
Chris' I.D. Card
Driver's License
Tackle Shop Key
Fishing Area Key
Box of Shotgun Shells
Fish Poison
Hot Dog
Hamburger
Box of Shotgun Shells
Two Boxes of Rail Gun
Ammo



You will find the Rail Gun near the locked door—it's a very nice weapon for Dogs. Exit the restrooms the same way you entered and proceed to the Digimuse Pleasure Dome Arcade to the left.

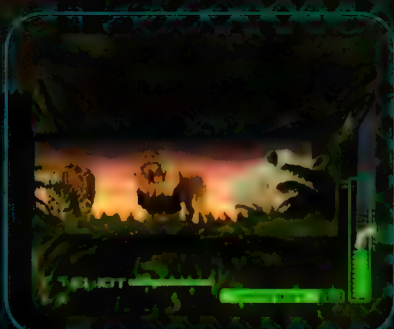
DIGIMUSE PLEASURE DOME ARCADE

Approach the little girl in the back left corner of the arcade. She will cry about something and hand you a Sega Game Token. The girl wants a stuffed animal that you can win by playing the Jungle Hunter game to the right.



Answer "yes" to the question "Do you want to Play..." and then shoot the three animal targets behind the bushes.

You must stand directly in front of the three different animals to get a clean shot—no auto-aim here.



Hitting all three targets will drop the Big Gally at your feet. Pick it up and give it to the little girl.



After thanking you, she gives you a Christmas present of her own. After she pauses she says, "It's Christmas Eve!" This is the clue you need to break the four-digit combination code to the Staff Room Door behind you.



Approach the door and enter "1224" into the window. This will break the code and unlock the door. Now enter the Staff Room Door.

BARBERSHOP

Beyond the door you see another street and two Premorph Human Dino-sites—the one with the white shirt is the tougher of the two. He also seems to have had a better job, based on the amount of money he leaves behind!



Enter the Barbershop and dispatch the Human and Bird Dino-sites. Exit the shop through the back door, located around the glass wall and cabinets.



WHARF



As soon as you enter the wharf area you will be attacked by two Premorph Human Dino-sites. It's best to attack the one to the left first, then turn around to finish off the other creature.

There's a Large Hassy at the end of the long pier.



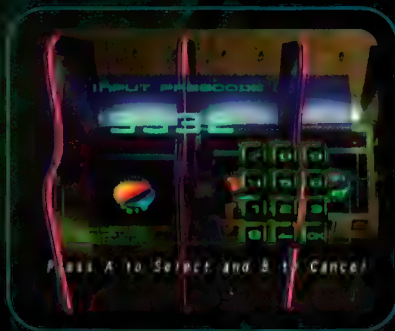
Upon inspection of the Daima Fishing Tackle Store door, you discover it's locked, so head into the tunnel that's conveniently labeled, "Passable to Next Area."

Inside the passageway, shoot the two Tentacles—one on the ground and one above you. Once on the other side, you discover that you've finally made it to the street of Rats' Bar.



BANK OF KIMRA

Before heading into Rats' Bar, enter the bank to the right to withdraw some money. Walk up to any of the ATM machines and answer "yes" to the question, "Use Eliot's ATM Card?"



Enter Eliot's employee I.D. number, 3532 (found on the "Change" character menu screen) and receive 20 Kirma dollars. Activate the ATM again and answer "no" to using Eliot's card and "yes" to using the Kimra Bank Card. Inspecting the bank card in your inventory reveals an issue date of October 8, 1994.

Input "1008" for the pass code and receive 1500 Kimra dollars—jackpot! Exit the bank and enter Rats' Bar across the street.



RATS' BAR

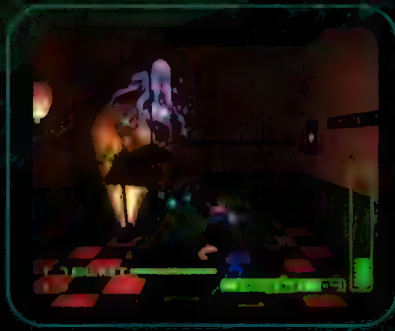
After Janine's call on the audio-visual device, enter the front door of Rats' Bar.



Jump over the bar and claim the Large Hassy, then jump back over and approach the right side of the pool table.

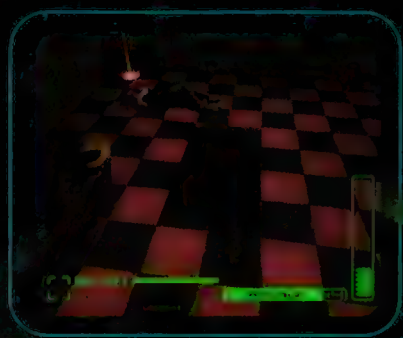


Push it up against the back wall, and then push it toward the right wall, underneath the glowing button.



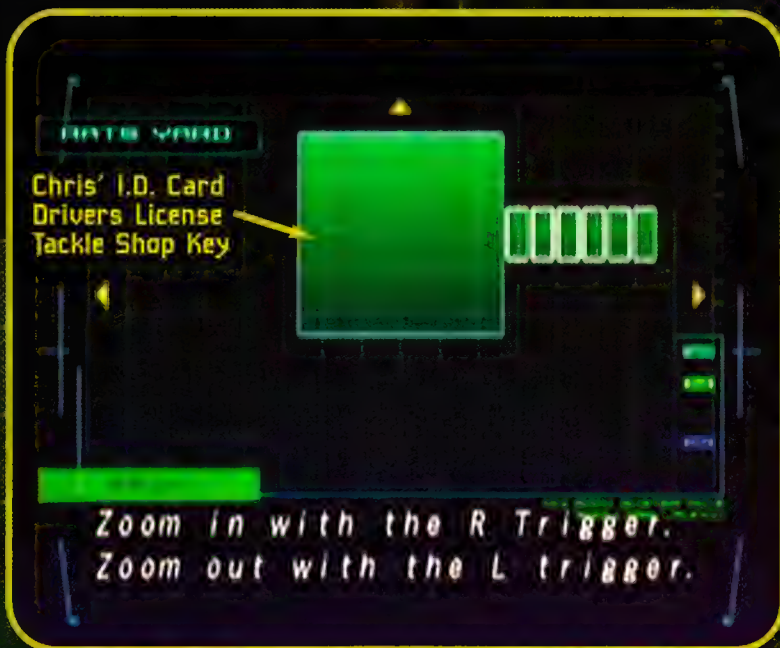
Jump up on the pool table and trigger the button.





Jump down and enter the secret passage that opened in the floor where the pool table used to set.

RATS' YARD



You'll find Rats hiding from all the madness in the back of the wine cellar. He tells you that there's an I.D. card behind a wine rack.

Push the wine rack that's to the left of Rats toward him.



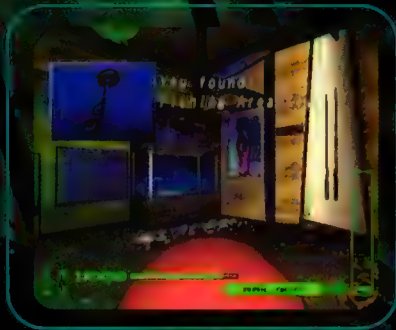
Behind it, in a small hiding place, you'll reveal Chris' I.D. Card, a Drivers License, and the Tackle Shop Key. Now that you have these items, head out of Rats' Bar and back to the Wharf, then enter the Daima Fishing Tackle Store.

DAIMA FISHING TACKLE STORE



When you leave Rats' Bar, Janine suggests that you return to the Brain Center and bring her the I.D. Card. On your way back though, use the Tackle Shop Key on the Fishing Tackle Store in the Wharf. Kill the two Premorph Human Dino-sites instead of avoiding them—the money is just too good to pass up.

Playing as Dogs, enter the shop equipped with the Rail Gun! There are four small Barracuda on ground inside. Spend all but a couple rounds on these beasts—it's a great tool for the job.



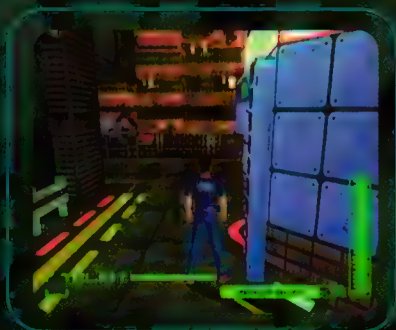
After defeating the fish, you obtain the Fishing Area Key. Use it on the back door after getting the Box of Shotgun Shells from behind the counter.

On the pier, you will find the Fish Poison and a Hot Dog near the fishing cadaver. Guess we don't know if he died from the meteor or his diet...



ALL WEAPONS MODE TIME

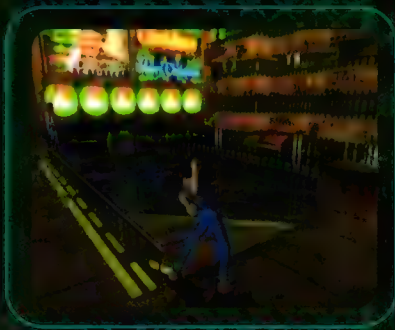
01:03:00

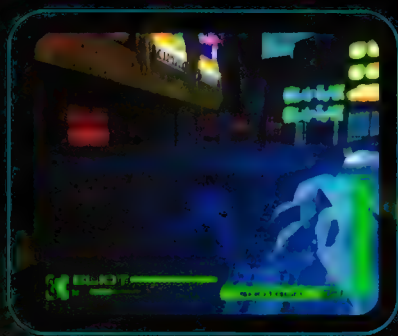


Return through the Barbershop and the Arcade, past the blue Restroom building, to the K.I.S.S. Saving System. Save your game before the next venture.

PIRANHA DINO-SITE!

Head back toward the restrooms, but this time head left toward the water and the boat ramp. As you round the turn, Eliot chucks the Fish Poison into the water, killing all the Piranha Dino-sites.





Jump into the water and swim (Forward + B) ahead into the next area through the door at the end of the ramp. Swim past the big Barracuda and on to the second ramp.

NOTE

IF YOU NEED AIR WHILE SWIMMING, KEEP PRESSING THE **B** BUTTON, BUT DO NOT TOUCH THE DIRECTIONAL BUTTONS OR JOYSTICK TO TREAD ON THE WATER'S SURFACE.

TIP

AMAZINGLY ENOUGH, ELIOT'S HAND GUN FIRES UNDERWATER, BUT YOU CAN KILL THE BIG BARRACUDA ONCE YOU'RE OUT OF THE WATER AND STANDING ON THE RAMP WITH JUST ABOUT ANY WEAPON.



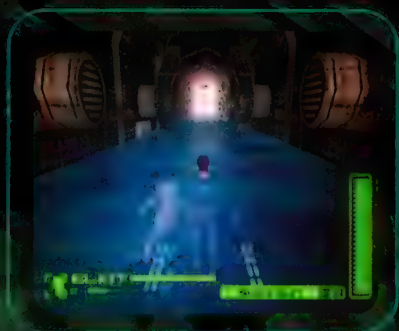
Get out of the water and follow the ramp along the jailhouse walls, collecting the Hamburger and Box of Shotgun Shells from the dead body.



Continue down the walkway toward the previous area. At the end of the walkway, you will find two **Boxes of Rail Gun Ammo**. Run back to the Barracuda area and down the ramp that leads into the water.



Turn to the right and swim under the gate between the two pillars.



Swim down the long corridor, then press the **A** button at the end to get out of the water.

This area leads to the rest of Lab Town, outside of the Hello Market. The movable box here is for your convenience. Move it to the ledge if you ever need to return to the Mid Area. Now it's time to take the card to Janine in the Brain Center.



BRAIN AREA



BRAIN CENTER



When you approach Janine, Eliot hands her Chris' I.D. Card, which she wanted to use to get further inside of the database. When activated, Janine asks you for an access code.

You cleverly enter "0513," which is the birth date found on Chris' Drivers License. It works!

However, another problem arises; there is insufficient power to get into the Lab. Eliot decides to take the I.D. Card to the power plant to get the power flowing again.



ALL WEAPONS MODE TIME

01:08:00

Enter the West Nap Room, save your progress from inside, load up on beverages and ammo, re-enter the Brain Center, and then exit through the East door.

Janine sadly opens a locket worn around her neck, revealing a picture of Dogs! Seems like an unlikely pair.

Continue through the tunnel, exit into the outdoors, and then stop—don't move!

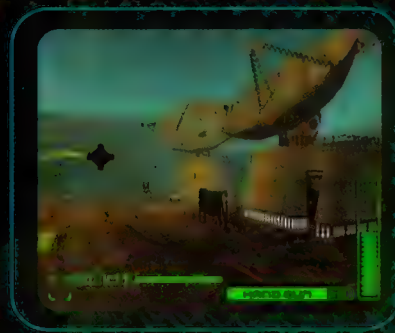
RUN ROAD A1



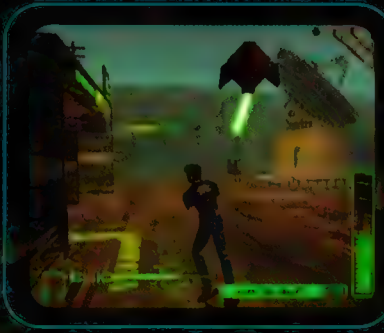
ITEMS:

Gatling Gun

Gatling Gun Magazines (3)

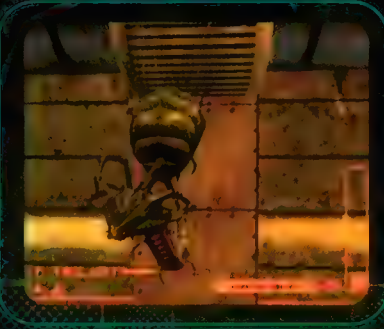
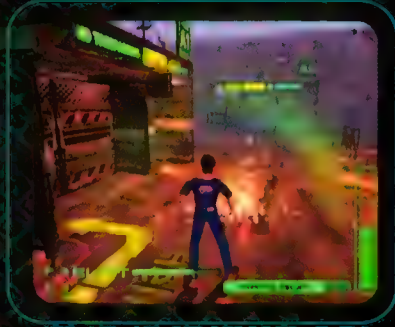


These hovering Security Lasers shoot at any moving objects within range. Look up and locate them before running blindly through this area. You cannot shoot them down; you can only outrun them. Stay as far away from them as possible. When you must run close to one, run in a zigzagging pattern.



The Security Laser makes the sound of a rifle cocking when it detects movement and is about to shoot. This is when you want to "zag!"

Make your way into the door ahead on the left. Don't waste time trying to open the Force Gate, there's a smaller door just on the other side.



Inside the small garage are a Human Dino-site and a Hanger Dino-site. Stay clear of this lava-spitting monster, then exit through the next door and enter Boss Battle #2.

BOSS BATTLE: CRAB DINO-SITE

Hit Points: 200

Attacks: Right Arm, Both Arm, and Breath.



This poor crab looks like he was hiding under a green jeep when the meteor hit. Not quite as tough as the last Boss, but still a worthy adversary. If you've been following the strategy very closely you will most likely be running low on Napalm. Not to worry!

Let Dogs step in with his Rail Gun equipped. It will take about 35 rounds of Rail Gun ammo to kill the crab.

If you don't have that much ammo, use leftover Napalm or the Shotgun.



After the Boss is dead, push the boulder down the stairs, then run around the outlying walkway.

Kill the Tentacle Dino-site and continue around until you find the dead body with the Gatling Gun and three Gatling Gun Magazines. After securing them, head back to Section A1, outside with the Security Lasers.



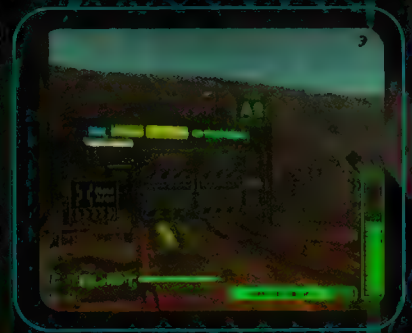
RUN ROAD A1 (CONTINUED)



As you exit the garage, turn to the left and run to the door near the sign that says "Next Area" with arrows pointing at it.



Kill the Human Dino-site for the money, but avoid the Hanger Dino-site because he's broke! Exit the garage and enter Area A2.



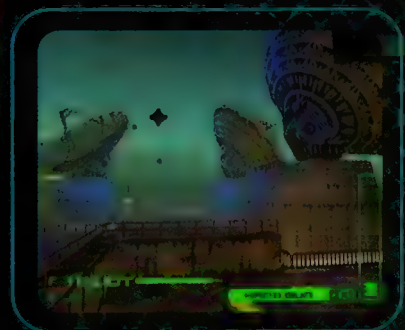
RUN ROAD A2



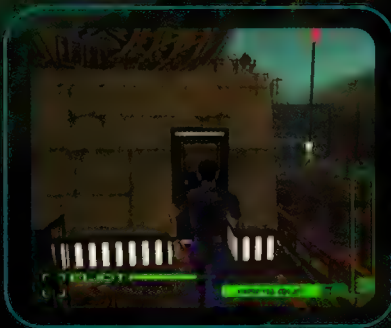
ITEMS:

Large Hassy Sodas (2)

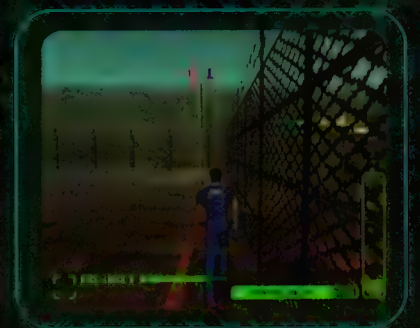
Yucatan Bank Card

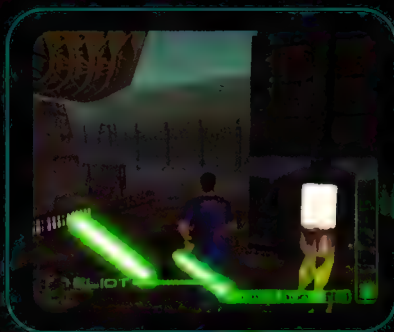


The Satellite Dish buildings contain items that you don't want to miss out on.



Run to the right, along the outside wall of the garage, then dash for the first Satellite Dish and enter the door. A Large Hassy can be found inside. Now exit and run straight ahead for the fence.





They can't detect you here. Walk along the fence, toward the next Dish, and then dash for the door when you're directly across from it. Inside is another Large Hassy. Head outside of the fence, then follow it around to the left toward the door to Area B1.

Duck behind the wall near the door to avoid the shots from the Security Laser, then continue to the left to enter the Dish building in front of the B1 door.



This is the good one! You will find the Yucatan Bank Card on the dead man.

Exit this building, then head back to the door to Area B1 and enter. Kill the two Human Dino-sites inside the garage and exit into Area B1.



RUN ROAD B1



ITEMS:

K.I.S.S. Saving System

Run Road Map

Download

Fuel Tank Card

Life Hooks (2)

Run zigzag patterns to the back of the field, toward the opening in the fence on the right.



ALL WEAPONS MODE TIME

01:13:00



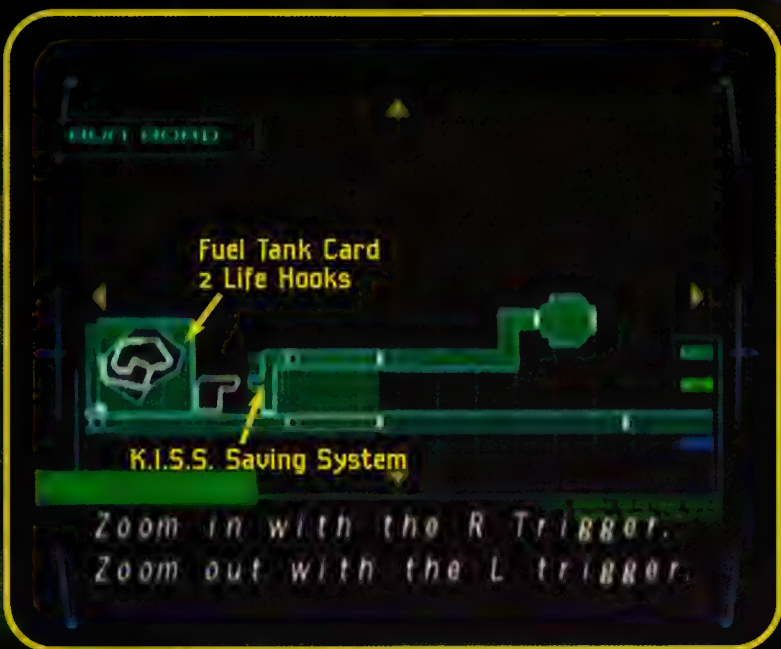
There's a building in the next area to the right that you don't want to forego. Inside is a **K.I.S.S. Saving System** and a **Map Download System**. Download the **Run Road Map** in its entirety and save your progress.

Exit the building and run toward the **Fuel Tank**, staying close to the right fence to avoid the **Security Lasers**. At the **Check Gate** in the back-right corner of the field, you learn that the gate can't open without electricity.

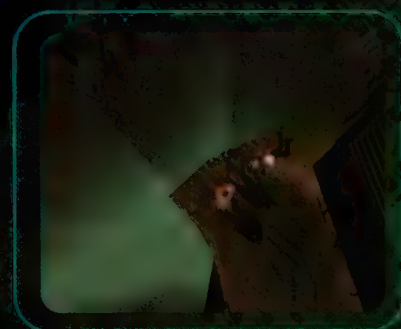


So, head under the fence in the corner, just to the left of the gate.

FUEL TANK



Walk all the way around the left side of the **Fuel Tank** to the edge of a large gorge caused by the meteor's impact.



Take the **Fuel Tank Card** and two **Life Hooks** from the body near the edge.

The **Life Hooks** keep the game from ending when you fall from high places.



Return the way you came and climb the ladder on the left side of the tower. Investigate the maintenance system on the upper platform.

Using the Fuel Tank Card, you learn that the intake system removes air from the top of the fuel tank to avoid corrosion. Next,

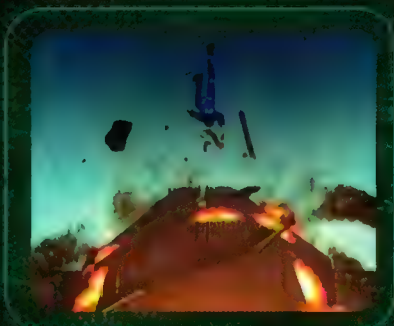
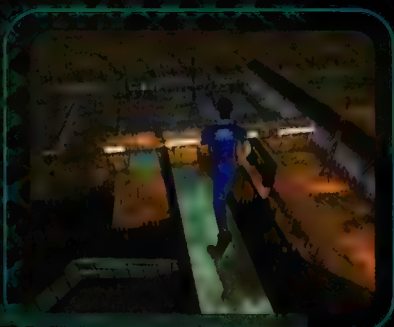
it tells you to remove the lock cap from the intake valve, also warning you of the danger of exposing heat to this area.



With this warning in mind, take the walkway to the top of the Fuel Tank and start shooting madly at any of the three valves located there! Thanks for the warning.

Return to the Maintenance Computer on the platform and

answer "yes" when asked, "Would you like to activate the Intake System?" Much to your surprise (What? Fire and fuel don't mix?!), there's an emergency and the tank is about to explode! There is a barrier blocking the ladder, so you can't go down. The only choice remaining is to go up.



Run up to the top. When you reach the valves, turn right and head down the damaged catwalk.

Eliot and Dogs will be thrown across the ravine by the force of the explosion. (Eliot has an awesome stunt double!)

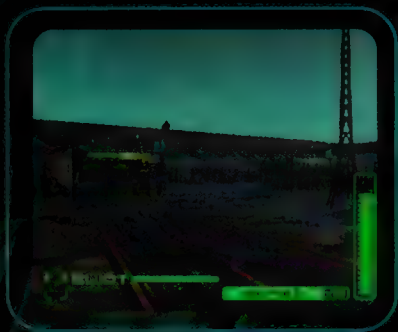
ALL WEAPONS MODE TIME

01:17:44



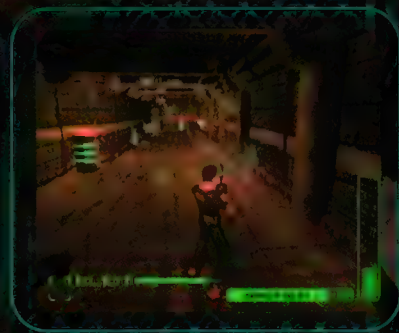
Amazingly, Eliot gets right up from the ordeal! Jog over to the K.I.S.S. Saving System and save your progress. To the right is another gate that operates on electricity. There's no power once again, so head through the archway and into another field guarded by Security Lasers.



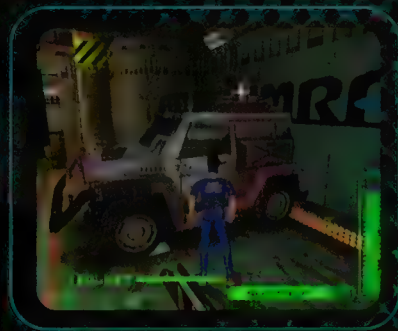


Run along the left fence to the door to Area B3, then enter.

Inside the garage are two Bird Dino-sites and a Human Dino-site. Spray them with bullets, then exit the area through the next door.

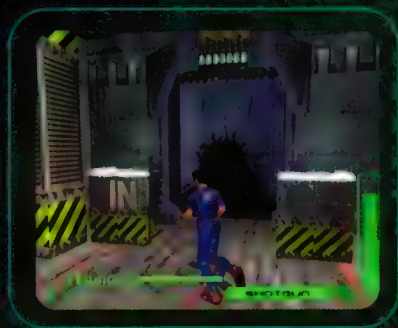


RUN ROAD B3



You should now be at the entrance to the Kimra Tec Power Plant.

Inside this parking garage is a jeep with a Bazooka on the roof. You can't reach it now, so head through the hole in the blue door and enter the Power Plant.



POWER PLANT

POWER PLANT



PLANT 1F



Head to the back of the dark Power Plant control room and follow the red emergency floor lights to the emergency light switch.

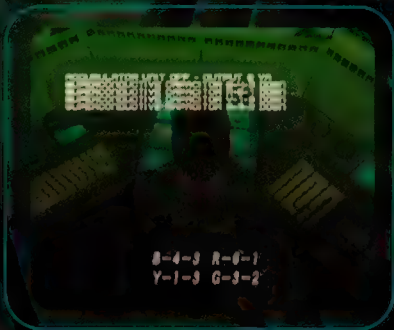
PLANT 1F



Answer "yes" when asked, "Do you want to turn ON the emergency Light?"

On the left side of the first cubical you will find the Control Panel. Activate it and listen to the message.

The Accumulator Unit is off because the following Super-conductive Capacitors are down: B-4-3, R-6-1, Y-1-3, G-3-2.



B, R, Y, and G are all Area labels. The middle digits (4, 6, 1, and 3) are all room numbers in those areas. The last digits (3, 1, 3, and 2) are numbers given to the Capacitors in these rooms.

Looks like you'll have to repair these capacitors before you can restore the power. Since the elevator is not working and you need a crank to open the door beside it, enter the hidden staircase in the floor to the right of the second cubical.



PLANT B1

ITEMS:

Hand Gun Magazine

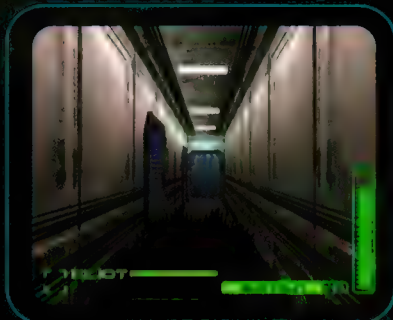
Magazine of Arrows

Plant B1 & F1 Map Download

K.I.S.S. Saving System

Vending System

Crank



Enter the door at the bottom of the stairs, then head for the first door on your left.

ALL WEAPONS MODE TIME

01:20:00

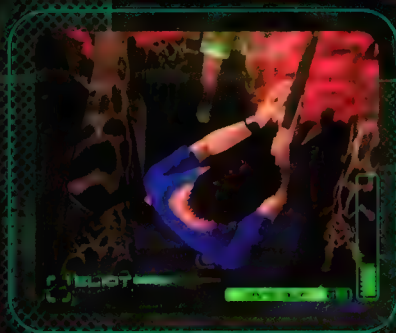


Pick up the Hand Gun Magazine and the Magazine of Arrows from the dead worker, then go to the left side of the room to use the Map Download System. Here you will download the rest of Plant B1 and Plant 1F Maps. Use the K.I.S.S. Saving System—and the Vending System if you're hungry. Exit the room into the hall, then head to the next door on your left.

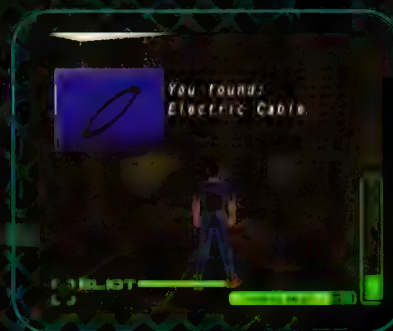
You'll find the Crank needed to open that door next to the elevator in the control room above. Exit this room and head through the last door in the hall to the left.



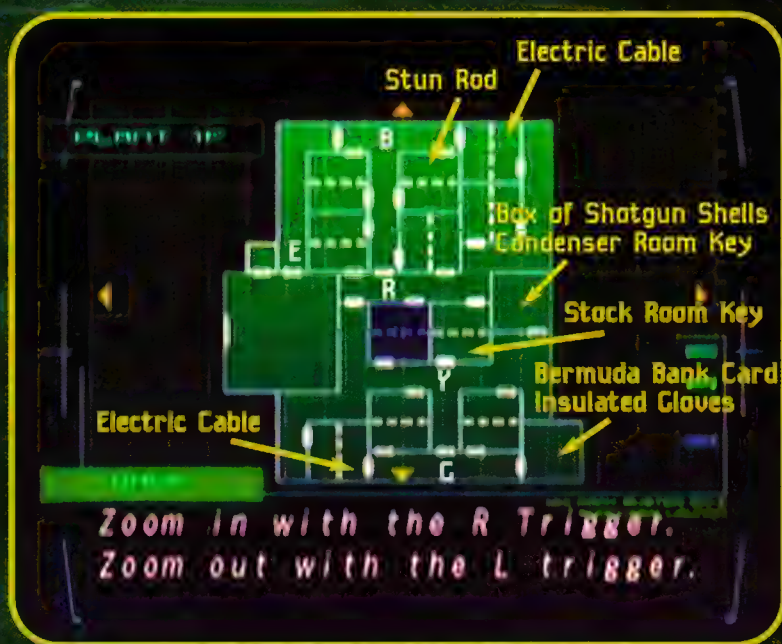
Be prepared to start shooting as soon as you enter; there are two very tough Human Dino-sites inside.



After killing them, take the two Electric Cables from the shelf on the left side of the room. Now head back upstairs to open the door next to the elevator.



PLANT 1F



ITEMS:

Stun Rod

Electric Cables (4)

Stock Room Key

Bermuda Bank Card

Insulated Gloves

Box of Shotgun Shells

Condenser Room Key



Use the Crank on the slot to the right of the door to open it, then enter Area E of Floor One.

AREA E

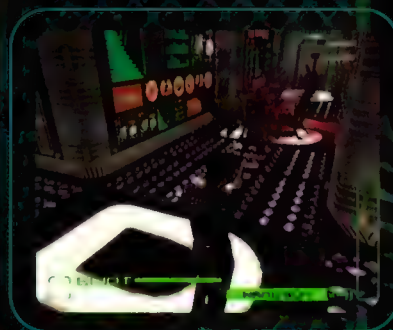
As soon as you enter, shoot the Firefly Dino-sites so they won't bug you later.



Run around to the right and enter the door to Area B.

AREA B

Area B... sound familiar? That's because these areas are the names that were displayed in code on the computer in the control room. Notice the numbers painted on the doors in these areas—the second digit in the code.



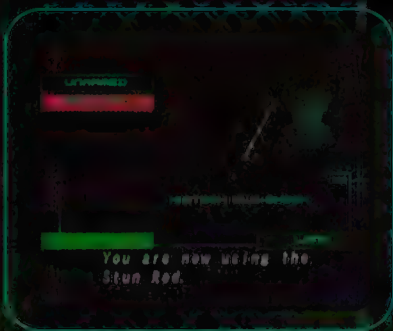
If you try repairing the third capacitor in room B-4, it will only result in a nasty shock. You need gloves!

Enter room B-5 after killing the Human Dino-site, then pick up Eliot's Stun Rod. Since all the Human Dino-sites in this neck of the woods regenerate each time you re-enter an area, there is no better time than the present to use this weapon.



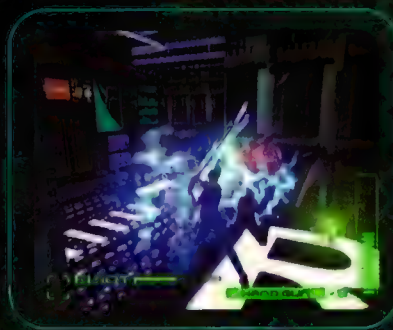
The Stun Rod can be equipped as Eliot's short-range attack weapon in the Weapons menu. Use the X button to activate it.

Use it to kill the monsters—you'll save money on ammo. Enter the door to Area R.



AREA R

You still need gloves to work, so head to the left and enter the last room to get one **Electric Cable** from Room R-7, then return to the door that leads to Area Y.



AREA Y

Enter Room Y-4. "Why for?" you ask. To get the **Stock Room Key** from the dead body in there. Exit Area Y into Area G.

AREA G

Use the **Stock Room Key** on the **Cable Warehouse** door lock.

Enter the room, then take the **Bermuda Bank Card** from the dead guy on the floor and the **Insulated Gloves** from the shelf on the left.

Head into Room G-1 and get the last **Electric Cable** from the floor. Now that you have all four **Electric Cables** and the **Gloves**, you can begin the repairs.

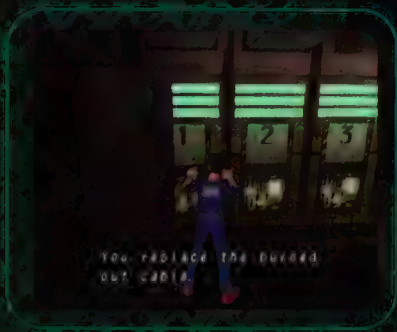
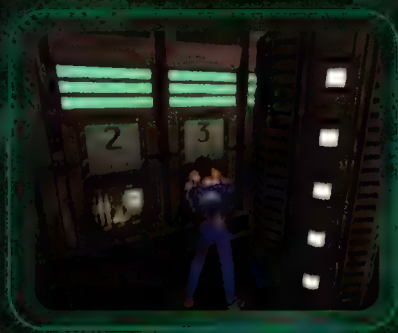
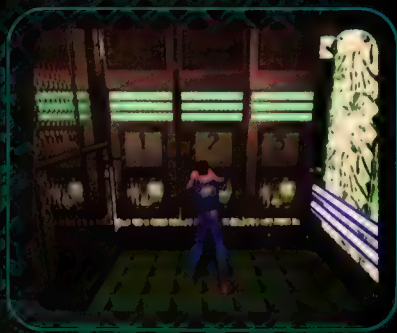
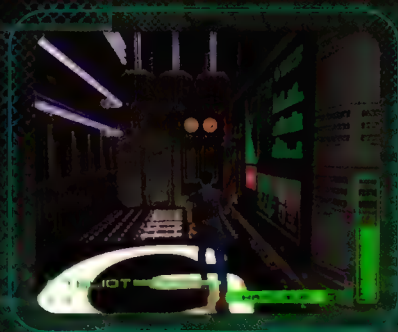
Enter Room G-3 (back toward the door to Area Y) and remember the code: **G-3-2**. Repair the second capacitor with the **Electric Cable**. Exit Area G and enter Area Y.

AREA Y

Remember the code: **Y-1-3**. Enter Room One and repair the third **Capacitor** behind the pillar. Exit Area Y into Area R.

AREA R

Remember the code: **R-6-1**. Enter Room Six and repair the capacitor next to the door. Exit Area R and enter Area B.



AREA B

Remember the code: B-4-3. Go to Room Four and repair Capacitor three. Upon connecting the last capacitor, the power returns and then shuts down again.

Janine pages you and asks you to check the Control Panel in the Control Room again. But before you do that, there's something you need to get from Area Y.

AREA Y

Return to Area Y and enter the Administration Office at the opposite end. The door works now that the electricity had been temporarily restored.

Inside the room you will find a **Box of Shotgun Shells** and a **Condenser Room Key** from the Control Panel.

Go back into the Control Room and take the now accessible elevator to the second floor.



PLANT 2F

ITEMS:

Life Hooks

K.I.S.S. Saving System

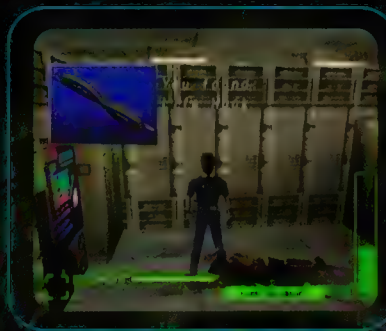
Vending Systems



Head for the silver doors on the second floor and enter the room ahead.

ALL WEAPONS MODE TIME

01:28:00



Inside you will find two Life Hooks on the body, a K.I.S.S. Saving System, and two Vending Systems. You can buy Life Hooks for \$500 from the red Vending System, but you might not want to waste that kind of money.

Exit the room and head into the chasm. Walk along the scaffolding, shooting the Firefly Dino-

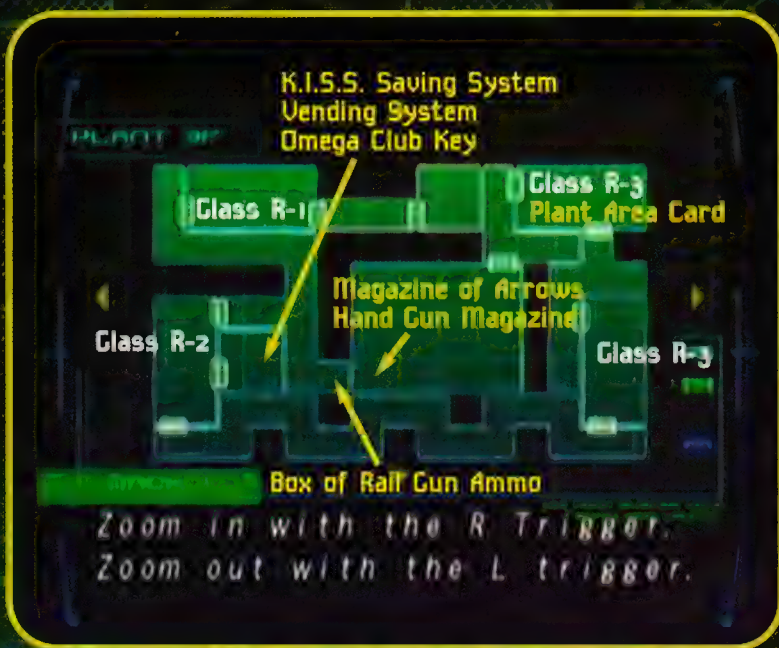


sites before they have a chance to knock you off the narrow walkway. Follow the pathway to the next elevator. Step in and you will suddenly be on Level 3.

PLANT 3F

ITEMS:

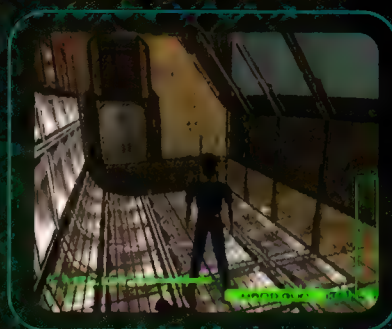
Box of Rail Gun Ammo
K.I.S.S. Saving System
Omega Club Key
Plant 3F Map Download
Vending System
Plant Area Card
Magazine of Arrows
Hand Gun Magazines (2)
Eliot's Bazooka
Jeep Key

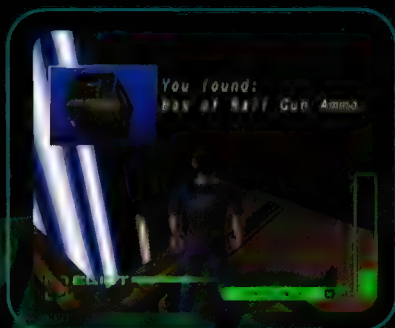


As soon as you enter the third floor of the Power Plant, which looks a heck of a lot like the floor you just left, you'll see another door a few steps away.



Enter this door and slice up the Human Dino-site beyond. Then head for the following door and continue along the scaffolding to the left.





Shoot the Fire Fly Dino-sites with your Hand Gun, then pick up the Box of Rail Gun Ammo from the dead man just past the next doorway.

ALL WEAPONS MODE TIME

01:29:00

Turn around, then head to the door you missed and enter. In the glass room, enter the first door on the left and save your progress on the K.I.S.S. Saving System.

In the back room you can find the Omega Club Key. Download the rest of the Plant 3F Map and help yourself to the Vending System if you need some lunch.

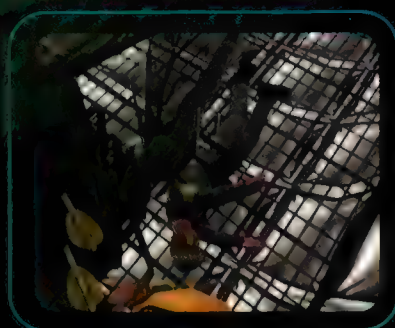
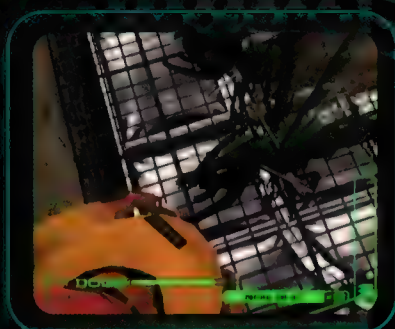
Exit this room and head back into the glass room, then attempt to leave through the door to the left. As you do, you'll be attacked by two Dragon Fly Dino-sites that come smashing through the windows. Avoid wasting any ammo on these pests by heading through the door to the right.

Follow the walkway around to the left, killing the smaller Dragon Fly and Fire Fly Dino-sites. There's another glass room at the end of the walkway.

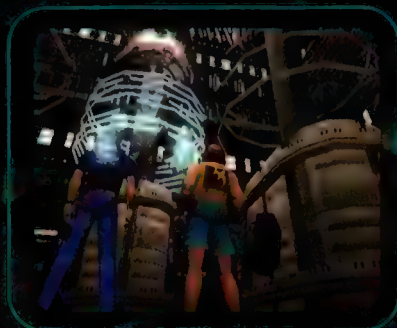
This time, you'll see only one Dragon Fly. Kill him before he has a chance to see you, then enter the next door. Follow the path to the left and enter another door.

In this glass room, you'll find two Dragon Fly Dino-sites—one of them is carrying a dead body. After eliminating them, take the Plant Area Card from the human body. Use this new card on the door and enter the next area.

Use the Condenser Room Key on the next lock and enter the next door.



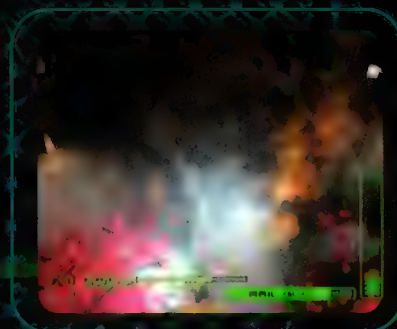
CONDENSER ROOM



Walk to the left side of the room. Dogs and Eliot will discover why the power source is being drained. It's those pesky Fire Fly Dino-sites, hanging all over the Condenser like it was their mother or something.



Use the Rail Gun on the swarm to start. When that's out, use the Gatling Gun in short bursts to keep the auto-aim working properly.



After all has been made right and the power is back online, pick up the Magazine of Arrows and the two Hand Gun Magazines from a corner in the room. Now get the heck out of there!

As you exit the room, Janine attempts to make contact, but there's a problem with the transmission. Return to the Control Room.



In the Control Room, equip either character with your most powerful weapon. Take the time now to enter Plant B1 through the stairs in the floor and save your game. There's going to be a Boss fight in the parking garage. Now exit the Control Room through the same hole you entered (in the parking garage).

ALL WEAPONS MODE TIME

01:39:26



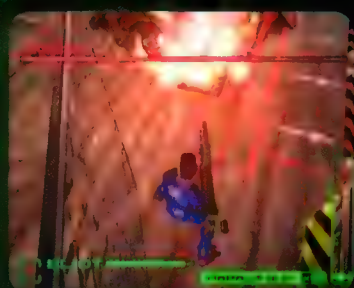
POWER PLANT

PLANT 3F

BOSS BATTLE: CRAB DINO-SITE

Hit Points: 210

Attacks: Right Arm, Both Arms, and Breath.



This Crab Dino-site is exactly the same as the last one, except this guy has a Red Jeep for a shell. As soon as you enter the garage, come out shooting with whatever you have chosen as your strongest weapon.

When you get a break from his blue breath, run to the right and pick up Eliot's Bazooka. Equip this new weapon and fire away!



With the Bazooka in your arsenal, the battle will be over in no time. As with the other Bosses, you may have to run around him a bit, buying time to set up for the perfect shot.

After you destroy the Crab, you'll be given the Jeep Key. It's not for this Jeep, but another one.

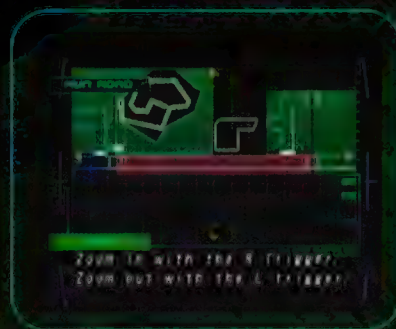


ALL WEAPONS MODE TIME

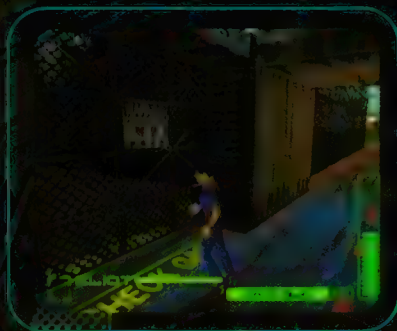
01:36:00

BRAIN AREA

RUN ROAD B1



Return to the Run Road, then access the K.I.S.S. Saving System and save your progress. Restoring the power has made the gates in this area operational. Enter the other side of the Run Road, through the gate to the left, then head to the right, back toward the Brain Center.

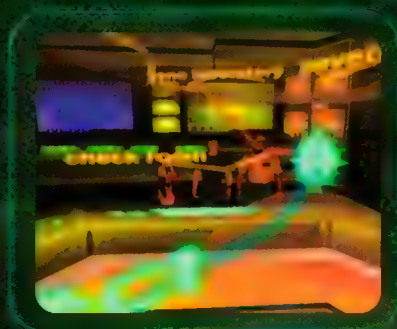
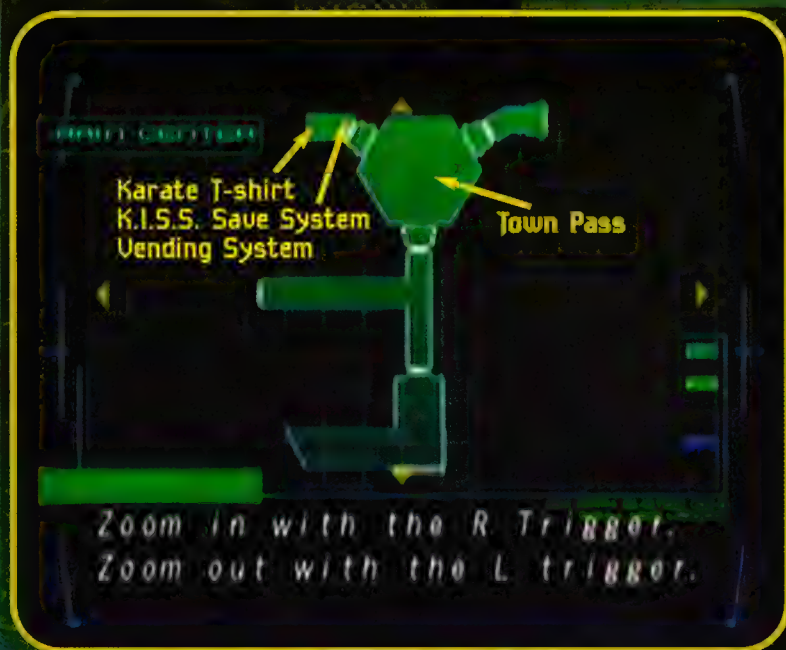


Enter the next Check Gate to the right, then backtrack the way you came and enter the Brain Center.



BRAIN AREA

BRAIN CENTER



Walk up to the Main Computer in the middle of the room. The computer becomes active again. A strange blue light glows on the monitor.

Eliot decides to take Chris' I.D. Card to access the Research Lab—he wants to find out what the facility was up to before the meteor hit.

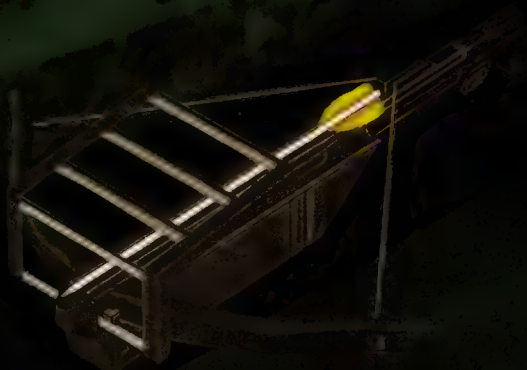
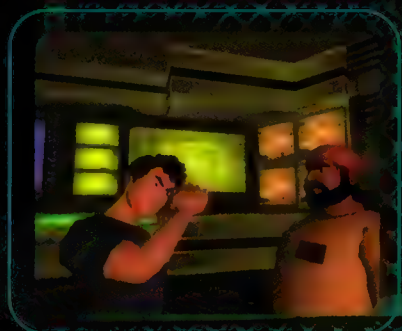
BRAIN CENTER

Now that you have restored the power, Janine has been able to unlock the Run Road and the door to the Jeep. This, she explains, is a much safer way to travel to the Research Lab.



Janine wishes Eliot a merry Christmas. To that he replies, "It's pay-day!" Great, everything is going as planned, but that thing Dogs mentioned about going to the bank keeps resurfacing in your mind, doesn't it? All those bank cards you found... just think of the money! And that Weapons Bargain Store in the Hello Market is so close...

Okay, it's time to beef up your weapons collection.



BRAIN AREA



PAYDAY

ALL WEAPONS MODE TIME

01:41:00



Before leaving the Brain Center, check your inventory to make sure that you have these four Bank Cards: Eliot's ATM, Kimra ATM, Yucantan ATM, and the Bermuda ATM card. If you do not have one of these, refer to the item list to see where it is located. Save your progress in the Nap Room before leaving.

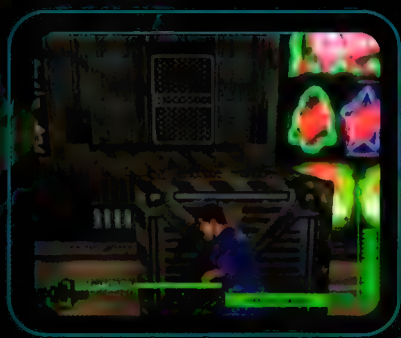
BAY AREA



LAB TOWN



Push the block outside of the Hello Market to access the door in the upper alcove.



Swim through the channel that leads back to the Mid Area of the city.



CITY AREA



CITY AREA

MID AREA

MID AREA

ITEMS:

Large Hassy Sodas (2)

Steak Plate

Ray Sword

80mm Bazooka Rockets (2)



Head back through the Arcade to the Omega Club, on the left and before the Barber shop. Use the Omega Club Key to enter and take the Large Hassy from the right side of the stage. There's another Large Hassy on the bar to the left.



Climb up on table in the back-left corner of the room to get the **Steak Plate**, then eat it. It will significantly increase your health meter bar. Get on the stage and enter the back dressing room through the fringed door.

You'll find a **Ray Sword** for Eliot in the back (it works a lot like the Stun Rod). You'll also snare two **Bomm Bazooka Rockets**. Exit the club and make your way to the Wharf through the Barber Shop to the left.

Head through the tunnel, into Rats' Area, then enter the Bank of Kimra.



BANK OF KIMRA

Walk up to an ATM machine in the bank and answer "yes" when asked if you'd like to use Eliot's ATM Card. Again, enter his employee I.D. number (3532), which is found on



the "Change" character menu screen, and receive his holiday bonus of \$2,000.

Walk up again and answer "no" to using Eliot's ATM and "yes" to using Kimra's ATM. Enter "1008" to receive \$3,300.

Walk up again and pass by the two questions with a "no," and then answer "yes" to using the Yucatan ATM card. Enter "1861" (the date the Civil War began) to receive \$5,700.

Access the ATM once again and answer "no" to using any of the previous cards, but "yes" to using the Bermuda Card. Enter "1394" (from the clue "ACID" on the card—assign a number to each letter of the alphabet to solve the code), and receive \$6,000.

HELLO MARKET



Return to the second floor of the Hello Market and walk up to the Cash Sensor in the back of the Bargain Store. You passed the credit check, so enter and shop! The only weapon that you cannot get in this mode is the Ray Gun, all others are up for grabs if you have enough money.

The most important one for now is the Super

Bazooka, located in the Vending System in the back-right corner of the room. This is what you'll use to kill the final Boss. Go to the Vending System in the front of the room to fill up on SP (Bazooka Ammo). Try not to use this until the end of the game. In the previous room, you can scarf a Steak Plate. This will equal out a character's health who didn't eat at the Omega Club.



The Acid Gun and the Plasma Gun are downstairs in the Gun Shop if you have money to purchase a little something extra. These are a much better value than that of the Laser Gun. Now return to the Brain Center in the Brain Area.

BRAIN AREA

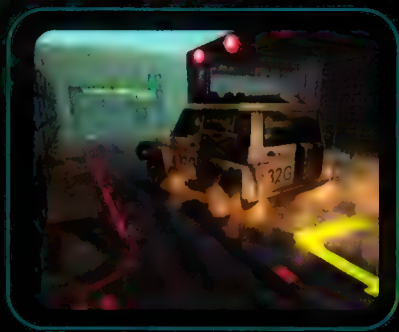


RUN ROAD

As soon as you step out onto the Run Road, turn right and walk toward the gate that opens to Area A3. The Jeep is in the hangar.

Use the Car (Jeep) Key on the vehicle and you will automatically hop in and take it for a spin down the Run Road.

After performing a power slide, Eliot jumps out of the jeep, right in front of a large neon sign for the Kimra Xenobiological Laboratory. Enter the Laboratory door to the right.



LAB AREA

LAB AREA



LAB 1F

ITEMS:

Large Hassy

Clean Suits

Lounge Key

Santa Suit

Vending Systems

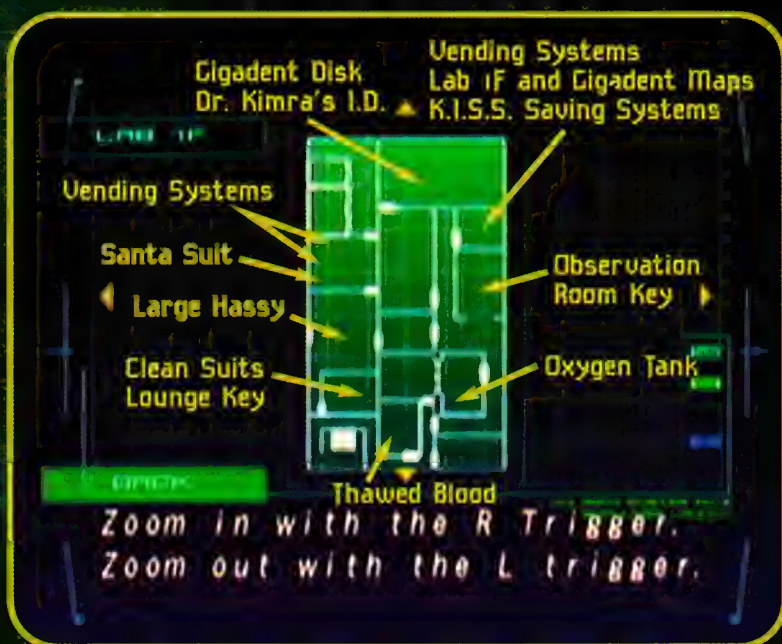
Lab 1F Map Download

Gigadent Map Download

K.I.S.S. Saving System

Observation Room Key

Oxygen Tank



LAB 1F



There are three doors to investigate in the reception area of the Lab. The one in the left corner is locked and the door directly across the room is open, but you cannot proceed unless you're germ-free.

After taking the **Large Hassy** from the table in the middle of the room, go down the hall to the right as you enter the reception area and enter the door to the dressing room.

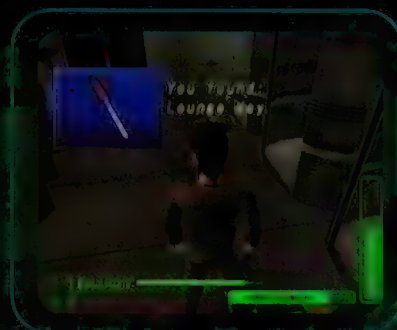


DRESSING ROOM

Take two glittering **Clean Suits** from the back of the room. Note the posters that make you feel like a real man for drinking Hassy!

As Eliot changes, Dogs claims he cannot fit into a size M. Keep Dogs away from those hamburgers!

Eliot finds the **Lounge Key** in the pocket of his new threads. Leave the Dressing Room and head back to the reception area. Use the Lounge Key on the locked door.



LOUNGE

Inside the Lounge you will find a size LL **Santa Suit** that fits Dogs like it was made for him.

After Dogs threatens to visit Eliot on Christmas, check out the **Vending Systems**. Even though you just went weapon shopping, you can still afford a **Sushi Plate**, so go ahead and take a lunch break.



Next, head into the Bathroom through the opposite door.



BATHROOM



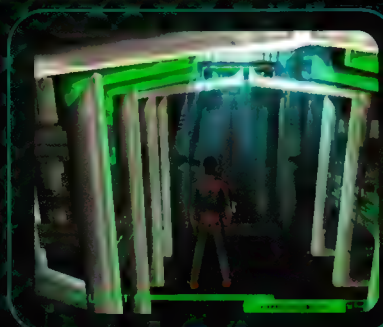
As you walk in, Dogs decides to take a bath—an excellent way to get the germs off.

Walk to the back of the room and the two will strip down and get into the water, ready to fight in the nude if necessary.

After the bath, return to the reception area, and then back into the Clean Room.



After passing the clean scan, enter the next area. The first thing you should do in the hall is to enter the K.I.S.S. Room—it's down the hall to the left, last door on the right.



ALL WEAPONS MODE TIME

01:45:42

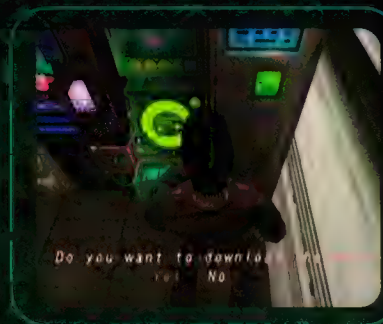
K.I.S.S. ROOM



Inside the K.I.S.S. Room, download the Lab IF and Gigadent Maps, buy whatever you need from the Vending Systems, and then save your progress on the K.I.S.S. Saving System.

If you went weapon shopping and have a few new guns, you will be able to find ammo

for them in these Vending Systems. Exit this room and enter the open storage area around the corner from where you entered the hall.



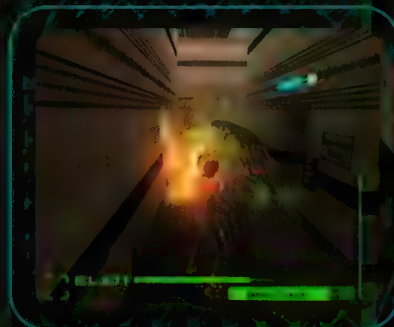
VECTOR SLIME



As you walk to the back of the room, you will spot a large Green Vector Slime on the ceiling. As soon as it falls on Eliot (Dogs wouldn't enter this room because of the smell), run out from the center of it, then back out into the hall.

Use any kind of long-range weapon, but don't waste the Super Bazooka.

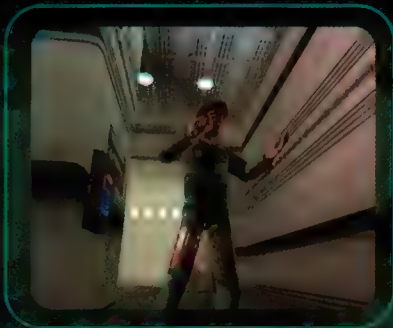
This creature has around 250 Hit Points. Stay a good distance down the hall while keeping a steady barrage of gunfire on it until it's dead.



NOTE

NOTE: IF YOU USE DOGS, IT WILL TAKE EXACTLY TWO ROUNDS OF RAIL GUN AMMO TO KILL THE SLIME.

When it dissolves, you will acquire the Observation Room Key and Eliot will become sick from swallowing monster vomit. Yuck! Too bad there aren't any Altoids in those Vending Systems.



Enter the room labeled "Experiment Room" using the Observation Room Key. You need to find some medicine now.



EXPERIMENT ROOM

Inside you will see a woman behind a window in the next room. She's on top of a gurney, trying to escape some critters on the floor.



Take the Oxygen Tank from the small rolling tray in the back-left corner of the room.





Notice the computer against the left wall that needs a disc. With this, head out of the room and down the hall to the right. Enter the "Staff Only" door that warns you of toxic gasses within.

GAS HALL

The woman is behind the door to the right and it has a large fire shutter over it. You cannot enter now.



Head down the hall. The door to the left displays, "Dec. 24 Ventilation Room Key: Dr. Young."

It's locked, and you're running out of oxygen, so continue down the hall, avoiding all conflict by running around the Dog Dino-sites and the one Human Dino-site.



The Emergency Shutter Door to the right is also locked, so follow the hall to the stairs, then descend them by pressing the A button.

LAB B1

ITEMS:

Ventilation Room Key

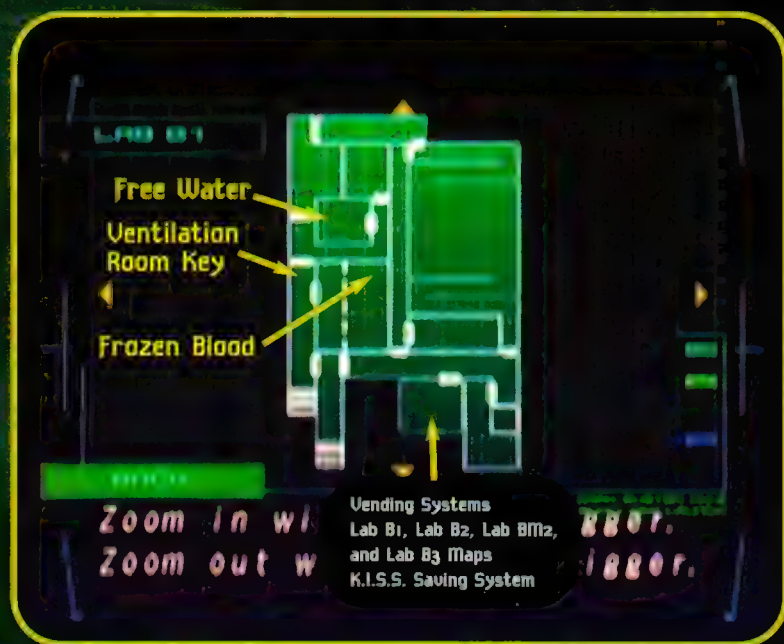
Free Water

Vending Systems

Lab B1, Lab B2, Lab BM2,
and Lab B3 Maps

K.I.S.S. Saving System

Frozen Blood





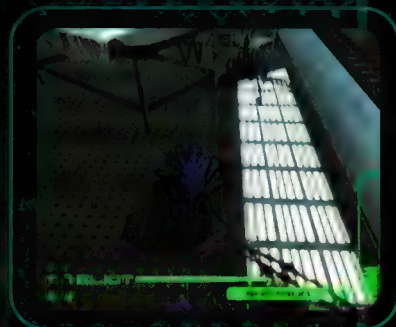
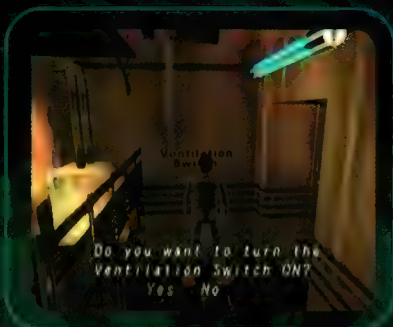
The first door on the right (at the bottom of the stairs) and the door to Experiment Room No.3 are both locked. Get the Ventilation Room Key in front of a dead body at the end of the hall.

Enter the this door to get air, kill the Dog Dino-site inside, and then turn around through the door and head back up the stairs.

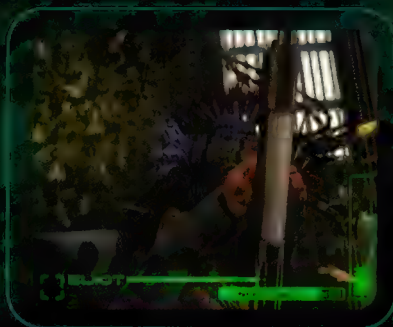
Enter the room that reads "Dec. 24 Ventilation Room Key: Dr. Young." Just inside to the right, activate the switch to return oxygen into the halls.



Exit the Ventilation Room and turn to the right. Now that the gas and the Emergency Doors have lifted, you can enter the room at the end of the hall where you'll find the woman.



LAB F1



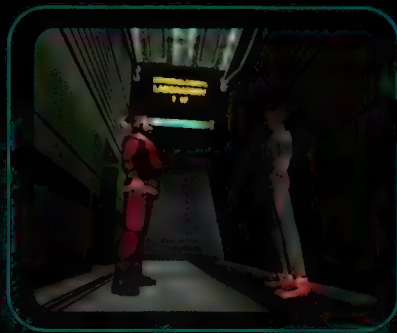
OPERATION ROOM

After killing the Lobster Dino-sites, climb the gurney and talk to the woman. Eliot is losing his ability to speak, so Dogs asks the lady for a cure.

She says that she can't help, but Dr. Jacobs, in his private lab on the second underground floor, might have the cure. Exit this room, ignoring the Blood Thawing Room to the left, and head back down the stairs to Lab B1.



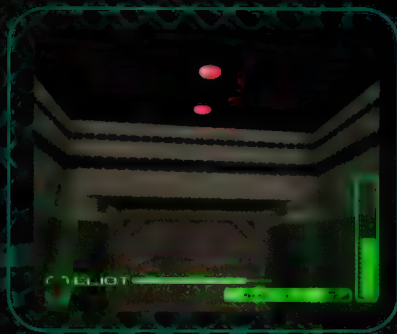
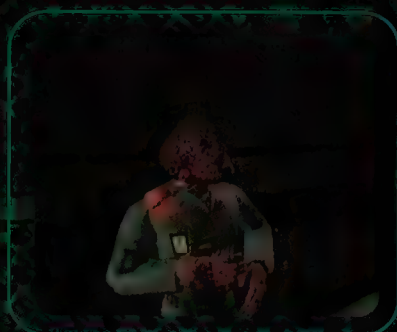
LAB B1



On the way, Eliot transforms further into Dino-site form, but "Santa" reassures him that he will take care of him if he passes out.

Enter the door at the end of the hall, then

take a right down the next hall to the last door. Enter the room with the red lights above it.

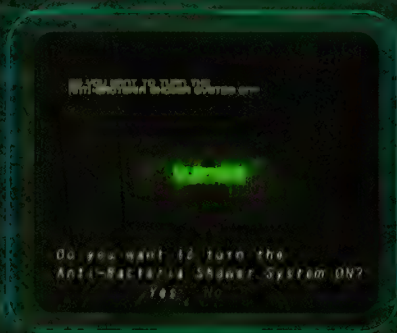


DISINFECTANT ROOM

Inside, you'll see a disinfectant canister at one end and an empty space for it in the line of other canisters to the left. Get behind the canister and push it into this empty spot. Exit this room and enter the next room to the right.

SHOWER OPERATION ROOM

Lots of bathing going on around here, huh?!



Walk up to the Operation Panel and answer "yes" to the question about turning on the Anti-Bacteria Shower.

Take advantage of the Free Water to the right—it will help

restore your health with every cup you drink. Exit this room and head back around the hall, then enter the Shower Room.



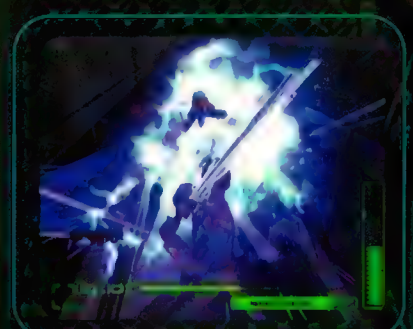
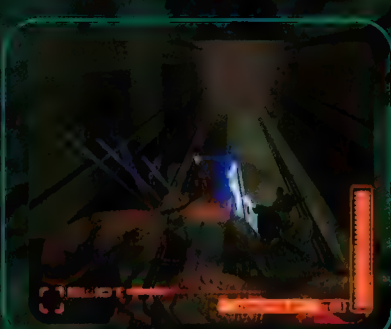
STERILIZE SHOWER ROOM

Now that everything is in place and running, the shower will spray you with an anti-bacterial solution, allowing you to enter the next area.

There's a large Human Dino-site and a Bird Dino-site behind the next door. Put them out of their misery, then enter the next door at the end of the hall to the large R-30 storage room.

Turn to the right and enter the other door on this small landing.

In the next hall, another Human Dino-site awaits. Slice him up and head through the door at the end of this hall, ignoring the Valve Room for now.



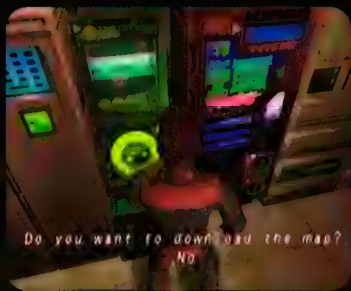
WARNING

BEWARE OF THE DOG DINO-SITES! HAVE YOUR SHOTGUN OR RAIL GUN READY, BECAUSE THIS DOG PACK IS HUNGRY! KILL ALL THREE DEADLY CANINES, THEN ENTER THE K.I.S.S. ROOM DOWN THE HALL TO THE RIGHT.

ALL WEAPONS MODE TIME

01:59:00

K.I.S.S. ROOM



Inside you'll find lots of Vending Systems with ammo, weapons, and Health power-ups. You'll also obtain downloadable Lab B1, Lab B2, Lab BM2, and Lab B3 Maps. Save your progress on the K.I.S.S. Saving System and exit.

Head into the door labeled "Elevator."

ELEVATOR

B3 BLOOD TESTING ELEVATOR



Enter the elevator at the top of the small ramp in the middle of the room. Once inside, Eliot's blood is tested and diagnosed as containing the Dino-site cell—this will deny you access to floor B3.

As you try to leave the Elevator Room, Eliot

enters another stage of transformation. When you try to leave through the door, an announcement is made

that the room is locked and isolated to keep the infected subject inside.



The good news is that Eliot can now scale walls! You need the Frozen Blood in Experiment Room No. 3 to cheat on the elevator's blood test.

With Eliot's wall-crawling ability, walk over to the steaming pipes in the back of the room, then use the A button to latch on and climb up.

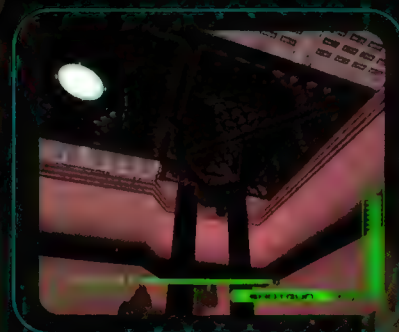


NOTE

THE CLIMBING CONTROLS WILL TAKE A LITTLE GETTING USED TO—THEY ARE COMPLETELY OPPOSITE OF WHAT YOU'RE USED TO. WHENEVER YOU APPROACH AN ENDING OR BEGINNING TO A PIPE (OR A VENT THAT YOU WANT TO ENTER), PRESS THE A BUTTON TO DISMOUNT, CLIMB UP, OR ENTER NEW AREAS. DOGS STAYS WITH YOU THE WHOLE WAY.

When Eliot stops moving on his own, he'll be on the ceiling of the Ventilation Room. Move him out of this room, through the next hall (pressing the A button). Keep going until you reach the end of the pipes and have to crawl down.

This will put you right in front of the Elevator Room where you're supposed to be confined.



EXPERIMENT ROOM NO. 3

Climb the set of pipes found next to the R305 door, then climb down the hall and into Experiment Room No. 3.

Inside, either kill or run around the Caterpillar Dino-sites to get the Frozen Blood on the shelf.



When you have the blood, head back up the pipes and out into the previous hall.



ALL WEAPONS MODE TIME

01:57:51

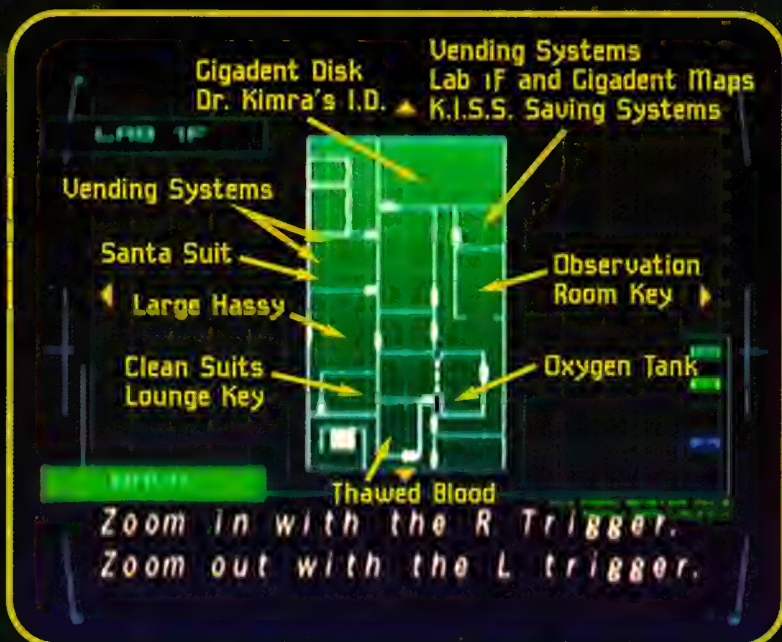
Save your game and return to the Lab F1 by way of the pipes or by foot—by foot may be faster. Go through the Sterilizing Shower and back up the stairs, then enter the first door on the left.

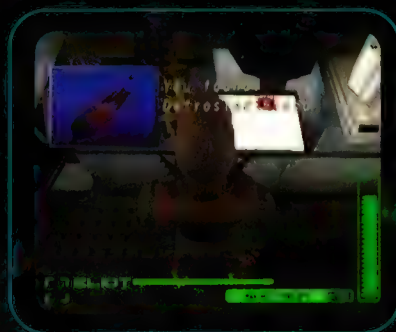
LAB 1F

BLOOD THAWING ROOM

ITEMS:

Thawed Blood

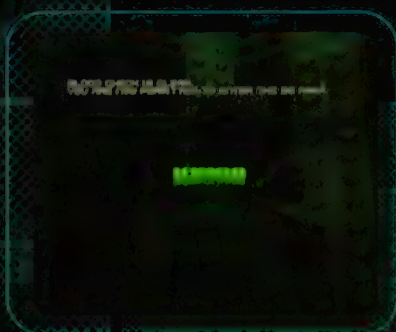




Kill the Human Dino-site as soon as you walk into the Blood Thawing Room, and then walk over to the left side of the room. At the microscope, press the A button, choose to thaw the blood, and bingo... you have **Thawed Blood**!

Now return to the Elevator Room on Level B1. The fastest way is to exit this room and enter the "Staff Only" Ventilation Room to the left. Go to the back of the room and climb up the pipes, then turn to the left and climb down the connecting pipes (using the A Button) through the floor. This will put you inside the Elevator Room.

LAB B1



BLOOD TESTING ELEVATOR/ TEST NEGATIVE

After using the Thawed Blood to fool the test, enter the elevator and head to Lab B2.

LAB B2



ITEMS:

Hamburger

Large Hassy

Clone Room Key

Jacob's Safe Key

Dr. Jacob's Key

Jacob's Disk



As soon as you arrive on Lab Level B2, a charging Human Dino-site will attack. Kill him and enter the second door to the left, Experiment Room No. 4

EXPERIMENT ROOM NO. 4 (JACOB'S PRIVATE LAB)



You will find Dr. Jacob inside the room, around the corner. He is in the final stages of transformation.

He mumbles something about R305, and then completes his metamorphosis right before your eyes.

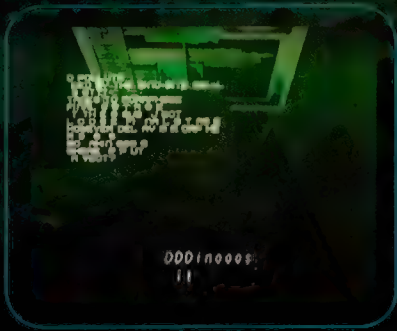
Choose Eliot's Bazooka and shoot the Purple Human Dino-site full of Bazooka rounds. After exterminating him, you receive **Jacob's Safe Key**. Take this to the other side of the room and use it on the black safe.



Dr. Jacob's Key and Dr. Jacob's Disk are in the safe. Use the disk on the chart beside the safe to learn about a vaccine for those infected with the Dino-site cell, A-Vect.

Using R305 will also slow down the morphing. When you try to leave Jacob's lab, Eliot reaches another stage and is given only 30 minutes to live!

First slow down the morphing, then cure it. Exit this room and head into the Elevator for Lab B1. Exit the Elevator Room and enter the hall to the right, past the K.I.S.S. Room.

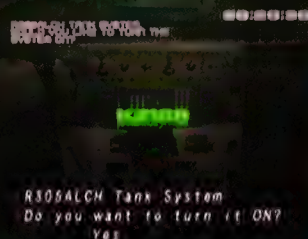


VENTILATION ROOM



Enter the first door on the right and enter the Ventilation Room. Approach the control panel on the back wall and answer "yes" to the question.

This will flood the R305 room with the R305 liquid. Head into the next hall and enter the first door on the left, the R305 Storage Room.



The R305ALCH liquid has slowed down the effects of your contamination.

R305 STORAGE ROOM

Run down the ramp and totally submerge Eliot into the liquid. After a few moments the metamorphosis will be slowed and so will the clock. You will now have an additional 30 minutes to live. Go to the K.I.S.S Room and save your progress.

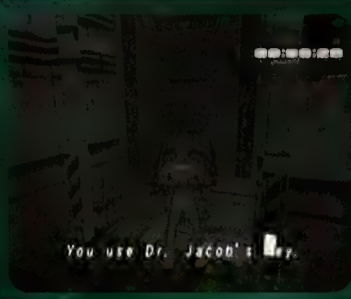


BOTANICAL ROOM

Ride the elevator back up to Lab B2 and enter the first door on the left.

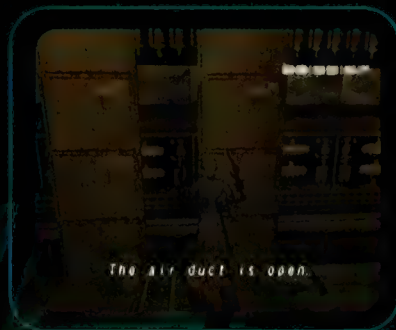
After Eliot relieves himself in the small pond, a huge Dragon Dino-site attacks!

Since there isn't anything to be gained by killing this huge monster, run to the door in the left corner on the opposite side of the room.



Eliot uses Dr. Jacob's Key to open the large door and enters a very dark hallway. Two of the doors in this hall are locked. Janine calls on the audio-visual unit when you approach the last one. Enter this door at the end of the hall.



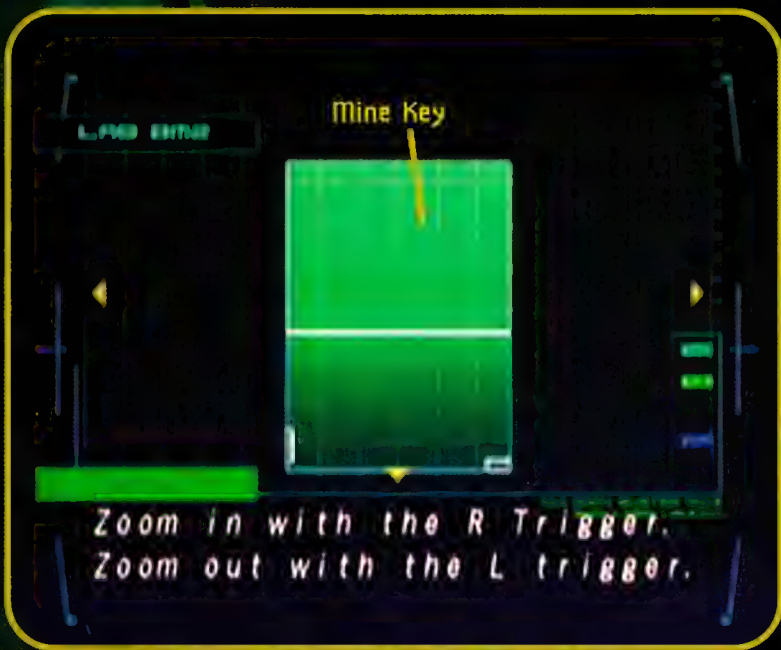


Just past the entrance, walk up to the switch on the wall and activate the air duct. Continue further down the right wall until you come to a ladder.

Walk around the right side of the ladder, then face it (looking out into the room toward the tank), and climb it.



LAB BM2



ITEMS:

Mine Key

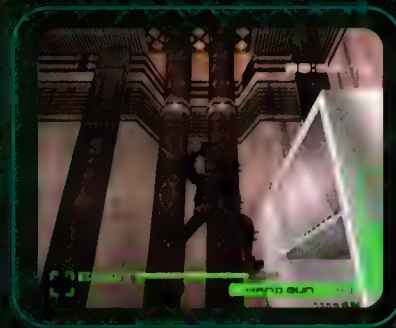
AQUATIC LIFE EXPERIMENTATION ROOM



Jump into the tank from the right side, but don't push the swim button until you have sunk all the way to the bottom. Once you see the glimmering **Mine Key**, swim to it and press the **A** Button when you get close. The fish will not bother you much, so don't waste your Hand Gun ammo (or your precious time) on them. Once you have the Mine Key, exit the water, return to the dark hall, then

head back through the Botanical Room and into Dr. Jacob's Lab.

In Jacob's Lab, climb the pipes on the left through the Botanical Room, then continue climbing a few more until you reach a pipe that leads back down.



B3 ELEVATOR ROOM

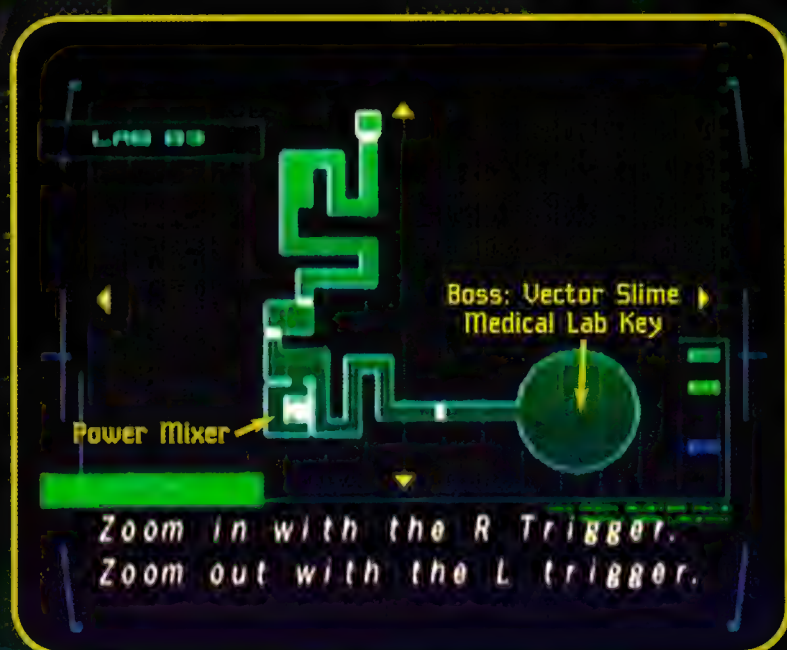


The pipe takes you to an Elevator Room where you'll find a door that leads back to the dark hall. Simply pass through this door to unlock it.

Take the elevator behind a fence in the back of the room. It leads to Lab B3.



LAB B3



ITEMS:

Power Mixer

Medical Lab Key



Run along the suspended walkway, shooting the Tentacle Dino-site along the way. If you have any Life Hooks, you will be saved from a few falls. If not, it's "back to the last save point for you!"

Pass through the next room and continue past the boulder blocking the entrance to the following

room. Shoot the Tentacles and climb the next set of pipes around the second turn.





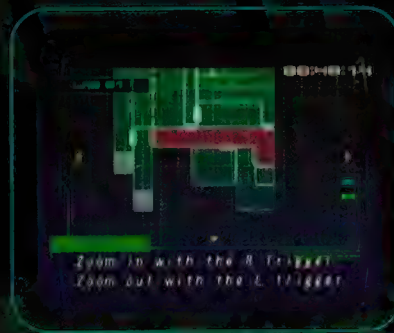
Follow the pipes into the room with the boulder blocking it, then pick up the Power Mixer from the dead body. The Power Mixer is a short-range weapon for Eliot.

Head around the left wall and climb the stairs to the top Level B1.



The door on the left leads to the hall where you find the stairs to level F1 and the Experiment Room No. 3. Simply pass through to unlock it.

Go back through and enter the door on the right. It leads to the hall with the K.I.S.S. Room. Enter this door to unlock it, then return to the hall (or save your game first if you're making good time—there's a Boss battle ahead. Return to the room with the boulder blocking it. The big rock still won't budge, so head back up the pipes and out onto the walkway again. Follow the walkway to the next door.



If you have sufficient Rail Gun Ammo, switch to Dogs and equip the Rail Gun before using the Mine Key on the door.



BOSS BATTLE: VECTOR SLIME (BROWN)

Hit Points: 550

Attacks: Slime Spike





As you open the Mine Door, a Vector Slime drops from the ceiling and begins his approach. Stay as close to the door as you can, using the small hallway as protection.

Keep firing Dogs' Rail Gun at it. After going through about two boxes of ammo, the Vector Slime will jump back to the ceiling and start its Slime Spike. As long as you stay in the hall, you'll be safe from this swinging appendage. Do not delay at all or the spawning slugs will

reach you and attack. The Rail Gun will not auto-aim or fire at these slimy foes, so keep your attack focused on the Boss.

Fire another two boxes of Rail Gun ammo at the Slime and it will finally dissolve into a puddle of goo.



You'll receive the Medical Lab Key after destroying this Boss. With the promise of a cure at hand, return to level B2 via the elevator at the end of the suspended walkway.

Go through the door in the B3 Elevator Room that leads to the dark hall, then use the Medical Lab Key on the Medical Lab door (first room to the right).



LAB B2



MEDICAL LAB

Get the container of A-Vect on the control panel, then drink it to reverse the effects of Vector Slime.

After swallowing the potion, Eliot clears his throat and claims he's beginning to feel better,

even though he still looks like hell. The clock has stopped, you killed a Boss, and you have new weapon... not bad.

Head back into dark hall and return to the hall with Dr. Jacob's Lab, passing through the Botanical Room once again. Kill the Human Dino-site, then enter the last door at the end of the hall.



EXPERIMENT ROOM NO. 5

A Dog Dino-site and a Human Dino-site attack as you enter the Experiment Room.

After killing them, enter the fist cage to find the Hamburger and a Large Hassy. Investigate the dog in the last cell through the bars.

You'll find the Clone Room Key on him. If you attempted to take it from him earlier, you would have scared the crap out of him! Exit this room and enter the elevator at the end of the hall.

Exit the Elevator Room, head past the K.I.S.S. Room, then enter the now unlocked door at

the end of the hall. Pass right through the first door you unlocked and return up the stairs to Level 1F.

Return through the "Staff Room" door, enter Experiment Room No. 1, and use Jacob's Disk on the computer against the left wall. Learn of the doctor's findings with mention of alien life forms, then exit and make your way

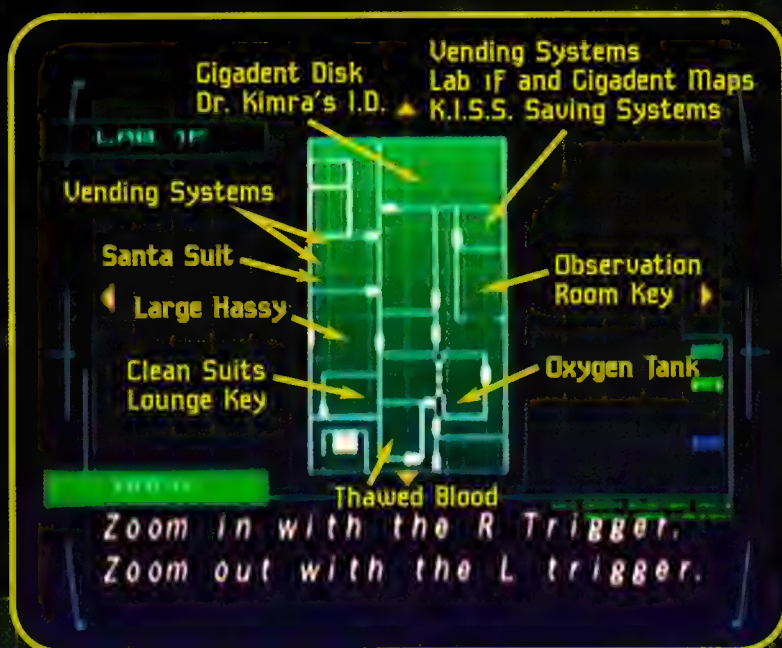
back to the K.I.S.S. Room. Save your game and fill up on ammo, then continue to the Clone Room near the entrance door.

ALL WEAPONS MODE TIME

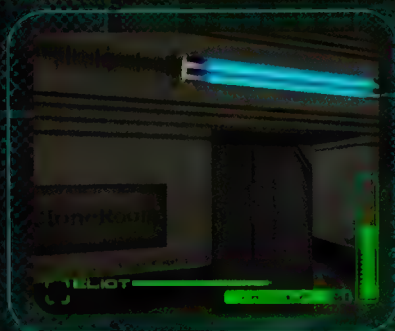
02:16:00

LAB F1

LAB AREA



CLONE ROOM



Use the Clone Room Key on the Clone Room door and enter.

In the back-right corner of the room, use the Clone Room Key on the back door and enter the Cloning Chamber.



CLONING CHAMBER

ITEMS:

Gigagent Disk

Dr. Kimra's I.D.



When you walk up to the cloning pool, Dogs and Eliot scratch their heads, trying to figure out what the research technicians were up to in here. They need to find a report before looking for the blue light.

LAB F1

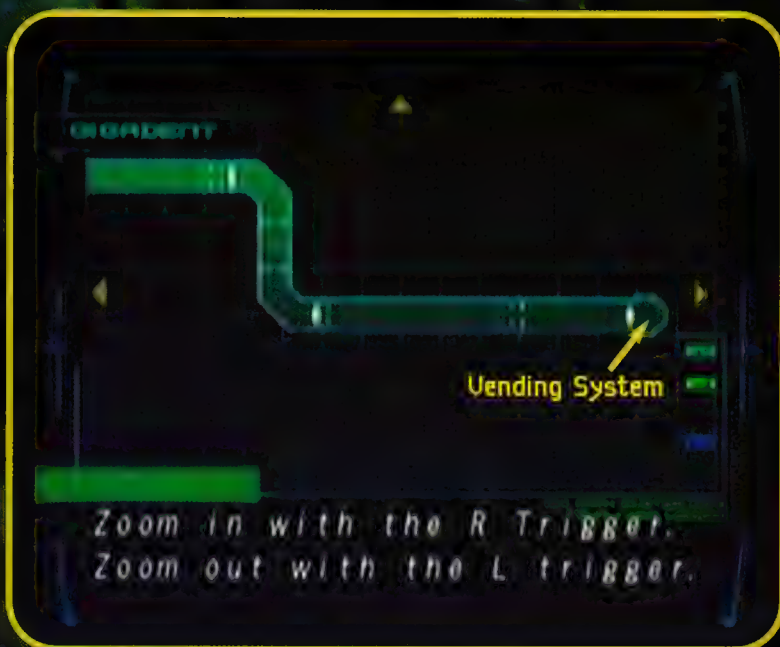


Go to the top of the stairs and turn to the right. Cross the pool, then descend the stairs on the other side. Inspect the monster and discover the Gigadent Disk and Dr. Kimra's I.D. underneath.

Walk back up the stairs, cross the pool, and head back down the stairs to the right. Use Dr. Kimra's I.D. on the door and enter the next area.

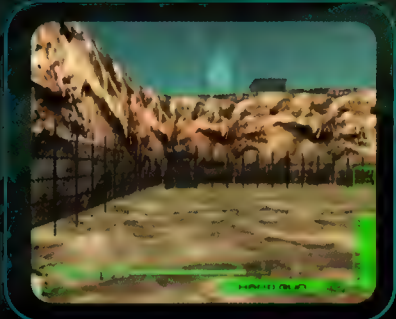


GIGADENT



ITEMS:

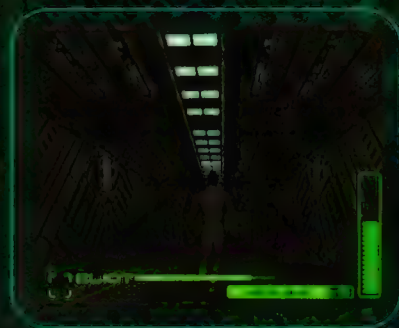
Vending System



Open the door. Eliot needs a little sun—he's not looking so good. The only unlocked door is the one directly across the field. Enter it to go into the Gigadent tunnels.

These descending tunnels are filled with almost every Dino-site creature you've encountered so far, plus some that you haven't seen yet. There are also some Security Lasers, so be alert.

The best thing to do is just keep running, zigzagging and jumping down to each succeeding tunnel until you've reached the end.





There's a viewing room at the end of the Gigadent where you'll find a Vending System and a computer in the front-left corner. Access the computer.

Go to the back of the room and look into the shaft of the Gigadent through the window.

The mysterious blue

meteor has lodged itself into the emergency shutter here on Level 5.



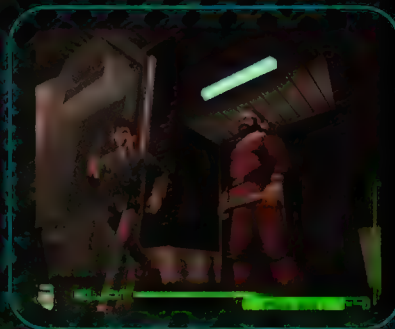
Going back up the Gigadent is a little more difficult than coming down. You now have to climb ladders at every new tunnel level. The Killer Bee Dino-site in the first

tunnel could be the toughest beast you've faced yet. Kill it before climbing. If you don't have much money at this point, you should kill the Full Human Dino-site ahead, because there are a few things to buy before the end of the game.

Return to the Lab, save your progress, then leave through the reception area.

As you approach the exit, an earthquake rocks the

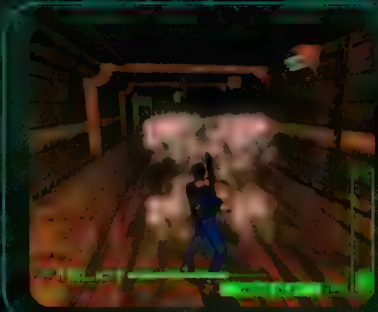
building. Outside you discover you cannot take the Jeep back. Your next option is to enter the Run Road.



BRAIN AREA



B4 RUN ROAD



Kill the Hanger Dino-site at the end of tunnel B4 and get a Hamburger underneath the dead body.

Kill the other two Human Dino-sites for some quick cash, then exit the tunnel and follow the road until you come to the cause of the earth shaking. The road has been demol-

ished! There must have been another explosion caused by the ruptured Fuel Tank.



RUN ROAD PIPE WALK



ITEMS:

Life Hooks (2)

Laser Gun Battery

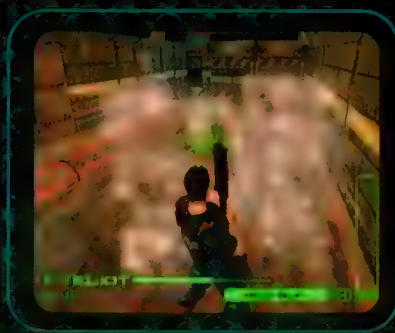
80mm Bazooka Rockets (2)

Plasma Magazine



There are various items to be found in this area. Walk steadily across the pipes, pressing the A button when necessary to cross over or step up. You'll use one Life Hook each time you fall off and when they run out, the game is over! You might want to use the analog joystick to line

yourself up before you walk, then switch to the directional buttons for a straighter line of walking.



When you reach the other side and enter the next enclosure, kill the Tentacle and the Human Dino-site and exit onto another devastated Run Road.

Once across, enter the Brain Center.



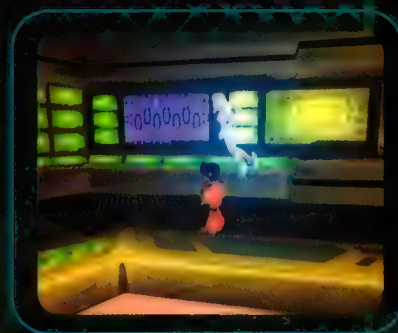
BRAIN CENTER



ITEMS:

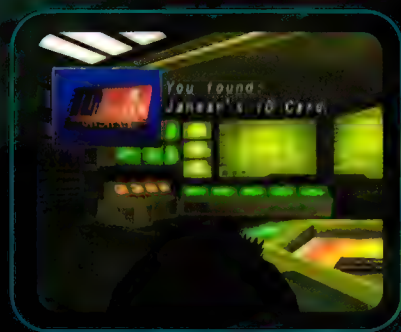
Janine's I.D. Card

"The mysterious blue light is coming from Nephilim," they all agree as you walk into the Brain Center. Janine says that Nephilim needs help getting through the shutter.



ALL WEAPONS MODE TIME

02:34:00

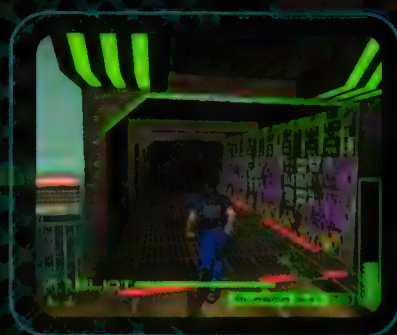
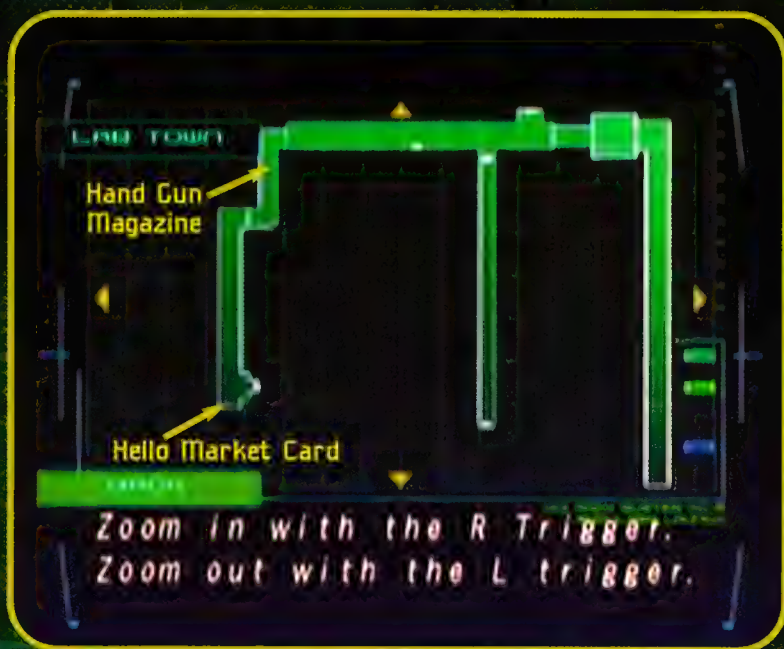


Janine has a plan and needs you to get her Sniper Rifle from her Hotel Room. She hands you the key to Room 201 (Janine's I.D. Card). Save your progress in the Nap Room.

BAY AREA



LAB TOWN



Return to the Hello Market area and enter the tunnel to the left.

NOTE

BEFORE ENTERING THE NEXT AREA, YOU MAY WANT TO SAVE YOUR PROGRESS INSIDE THE HELLO MARKET. THERE'S A BUFFALO DINO-SITE NEAR THE HOTEL THAT MAY SEND YOU BACK TO YOUR LAST SAVE.

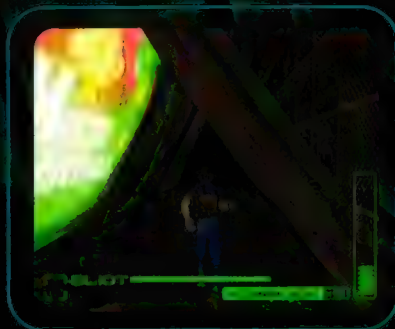


Return to the Hello Market area and enter the tunnel to the left.

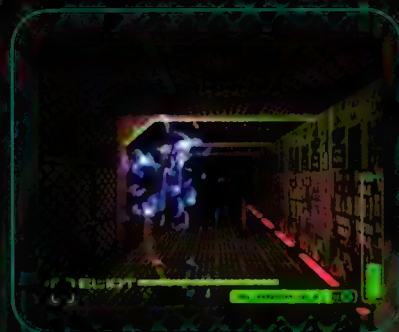


You must get rid of the Tentacle Dino-sites to pass through the tunnel.

Walk up to the gate that shuts you off from Maple Street, then use Janine's I.D. Card on the scanner to the left.

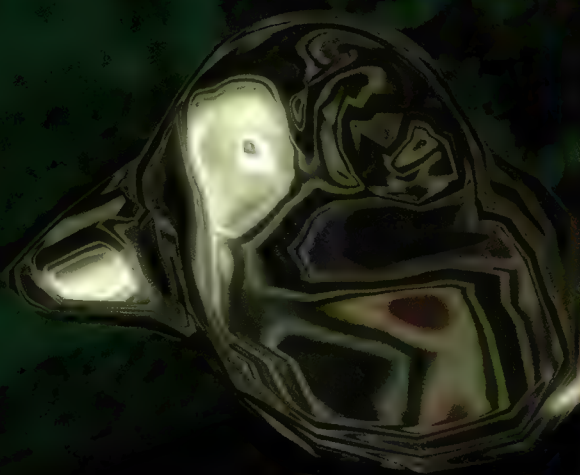


Beyond the gates, you'll face a pair of ferocious Dog Dino-sites. Don't be too conservative with the ammo on these two. If you're well stocked, then use something powerful to cast them into doggie heaven, then continue into the next passageway.



Run around the Vector Slime inside the tunnel. Eliot seems to have learned his lesson with the Slime. Be prepared to start shooting Eliot's Bazooka or Plasma Rounds as soon as you exit the tunnel.

APARTMENT AREA

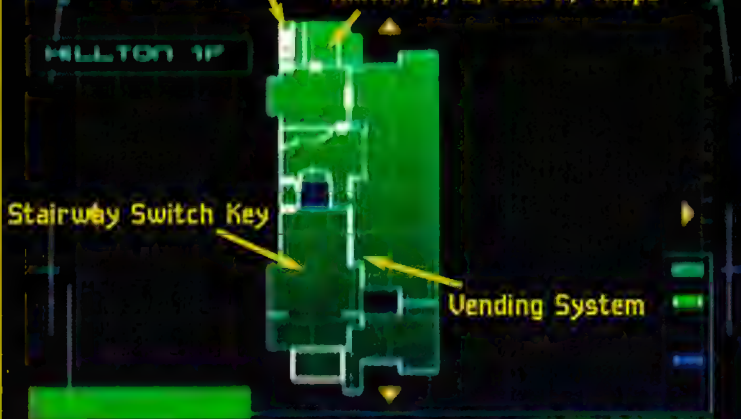


HILLTON 1F

ITEMS:

.....
K.I.S.S. Saving System
.....
Hillton 1F, 2F, and RF
Maps
.....
Box of Rail Gun Ammo
.....
Vending System
.....
Stairway Switch Key
.....

Box of Rail Gun Ammo
K.I.S.S. Saving System
Hillton 1F, 2F and RF Maps



Zoom in with the R Trigger.
Zoom out with the L trigger.



The Blue Buffalo Dino-site has around 250 Hit Points. As soon as you emerge onto the street from the tunnel, begin rapid-firing your most deadly weapon.

You could use the Super Bazooka, the money you'll garner in the hotel will be enough to restore your ammo supply at the Wave Tower—and at \$500/Magazine, you'll need at least four.



As soon as you appear on the street, the Buffalo Dino-site will begin charging in an attempt to ram you with his horned head.

When he charges, run up the steps of the Dino Hillton and hide deep within the pillars. He'll either get stuck in the pillars or reposition himself to get closer to you.

Either way, this buys you a lot of time to continue the assault. When he dies, take a drink and head into the Hotel.

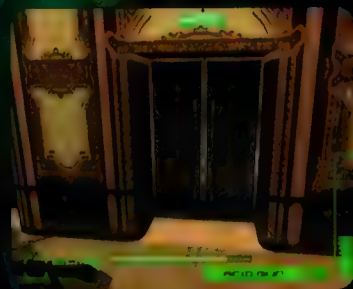
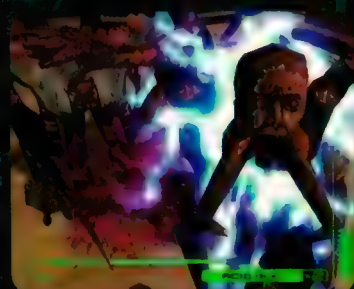


DINO HILLTON HOTEL

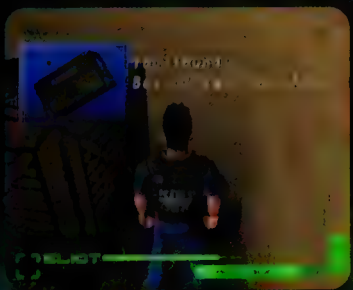


Two very tough and rich Human Dino-sites reappear each time you enter the lobby. This must be an expensive hotel!

Kill them, and then head through the door to the right with the K.I.S.S. sign above it.

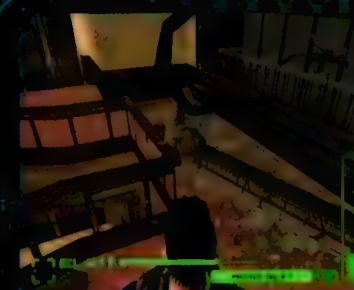


Inside you can save your progress on the K.I.S.S. Saving System and download Hillton 1F, 2F, and RF Maps. Exit the K.I.S.S. Room and enter the door with the "1F and 2F" sign above it.



You will find a **Box of Rail Gun Ammo** to the right of the stairs and behind the crates.

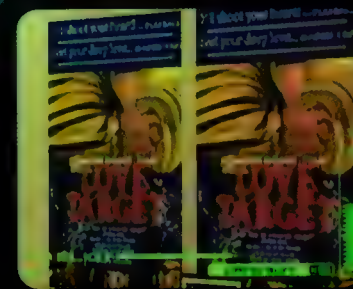
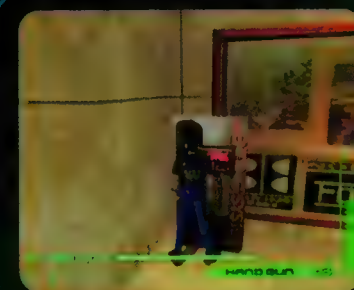
If you venture upstairs and get past the Caterpillar Dino-site, you will discover two blocked passageways—one locked door and another that's blocked by some fallen debris. Return to the Hotel lobby and exit the building.

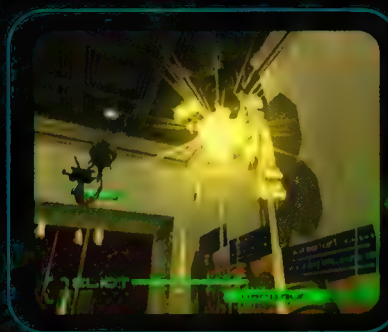


THE CINEMAX

Approach the **Vending System** on the steps of the Cinemax and purchase a \$300 ticket to the movie "Love Target." Sounds like a winner.

Take the ticket to the ticket machine in front of the entrance and press the **A Button**. Now you can enter the Cinemax. There are two doors in the lobby—the one to the right can be unlocked and leads back to the Hotel Lobby and the other one leads to the theater.





Enter the theater's "In" door, run under the two Hanger Dino-sites, and then enter the double red doors ahead (the door to the left leads to an empty projection room).



BOSS BATTLE: DRAGON DINO-SITE

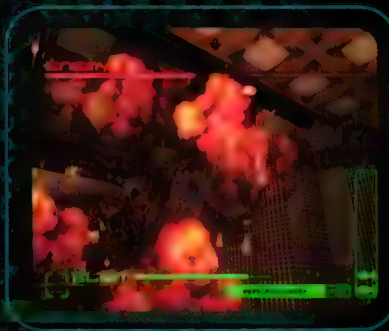
Hit Points: 350

Attacks: Bite, Whip/Tail, and Breath.



Wrapped in girly magazines and movie posters, this Dragon Dino-site is a slow-moving pushover.

If you equip Eliot with his Bazooka and fire seven direct hits, he'll be toast. Again, run around the beast to target the perfect shot. He moves slowly, so you'll have plenty of time to aim.

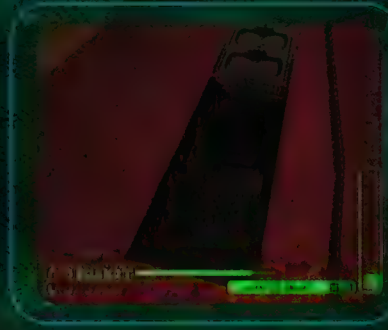


After defeating this Boss, you'll receive the Stairway Switch Key.



THEATER

Take the Stairway Switch Key to the back of the room, through the torn screen, and use it on the switch on the back wall.



Answering "yes" to the question will open a secret staircase in the floor behind you, just outside of the torn screen. Go down these stairs.

HILLTON B1



Walk to the back wall and climb the ladder.

ITEMS:

Hamburger

Box of Rail Gun Ammo



Descend the stairs in the theater, then take the Hamburger and the Box of Rail Gun Ammo from the dead guy on the floor of the short corridor. Would you eat something you got from a dead body? Sure you would.

HILLTON 2F



ITEMS:

Large Hassy Sodas (2)

Acid Tank

Box of Rail Gun Ammo

Nick's I.D. Card

80mm Bazooka Rounds

Hamburger

John's I.D. Card

Living Room Key

Party Memo

Water Gun

Sniper Rifle



When Eliot finally emerges from his climb, you will be in a second floor hallway of the Dino Hotel. Apparently, you climbed through an emergency exit.

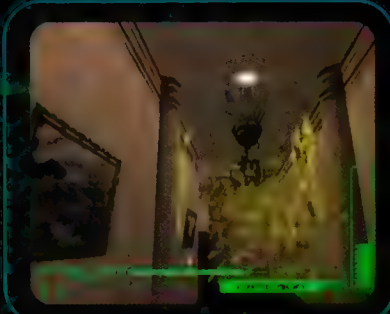
Head around the hall and kill the Hanger Dino-site on the ceiling.



The door adjacent to the dead Hanger is locked, and it looks as though someone was having a party.



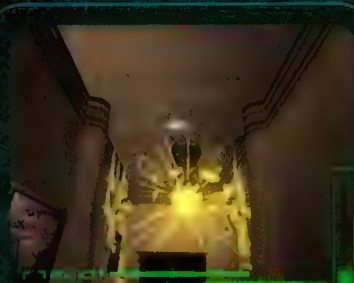
Continue down the hall and take out the Hanger Dino-site around the next corner.



Be prepared to fight another Human Dino-site in the next room, as well as a Hanger Dino-site that dangles beside another room.



At the end of the hall is a door that leads to another hallway, but before you exit, get the Large Hassy and the Acid Tank from around the left corner.



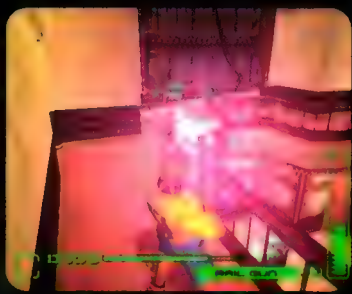
A Killer Bee and a Caterpillar Dino-site await you behind the door! These critters are pretty tough. With 190 HPs, they are not to be taken lightly.

Continue down the hall and kill the Hanger on the ceiling at the end of the hallway.

INNER BALCONY



The swarm of Killer Bee Dino-sites can be annoying, but if you change to Dogs and use the Rail Gun, this extermination job can be taken care of quite easily. If you're lucky, most of them will be resting on the banister to the left when you enter the balcony above the Hotel Lobby. This will make them easy targets. If not, just keep your back to the wall, aim in their general vicinity, and let the Rail Gun do the rest.



Once they're out of your hair, head straight across the balcony to the door on the other end.



Janine's apartment is at the end of the short hall. Try to use the I.D. and a message from her friends will play. It's a recording from John and Nick—they've played a little trick on Janine to get her to come to their Christmas Party. They rigged the lock so that her I.D. would not work. Losers! You have no choice but to check out the party. Head back out to the balcony and all the way back to the party, toward the emergency exit where you climbed up.



THE PARTY



Use Janine's I.D. Card on the door lock to the Christmas Party room.

Enter and start thrashing and shooting at the Caterpillar and Human Dino-sites.

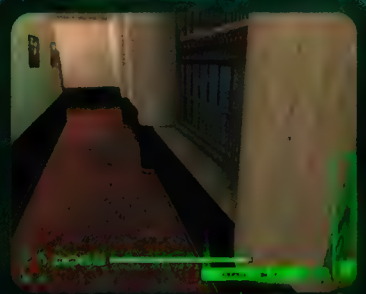


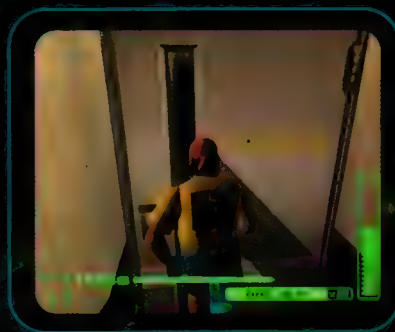
Inside the room you'll find a **Box of Rail Gun Ammo** on a body, **Nick's I.D. Card** hidden in the yellow flowers in the back-left corner (you'll have to climb on top of the flowers), and two **80mm Bazooka Rounds** in the fireplace.



Exit this room through the door near the dead body. Use the Rail Gun to kill the Dragon Fly Dino-site that comes in through the broken window.

Continue through the door at the end of the hall and kill the attacking Bird Dino-site. A Dragon Fly Dino-site will enter through another broken window.





Enter the door labeled "Kitchen."

KITCHEN

There's a Hamburger and John's I.D. Card behind the food cart. Exit the Kitchen and walk up to the room at the end of the hallway, then use John's I.D. Card on the lock.

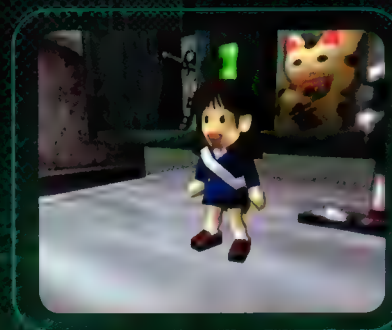


JOHN'S PAD



Seems that John was a bit of an art collector.

Take the Living Room Key from the top of cardboard cutout to the right, then touch the blue doll on the desk for laughs.



Take the Large Hassy from the pillow area of the bed, then exit John's pleasure dome and return to the hallways through the Christmas Party Room.



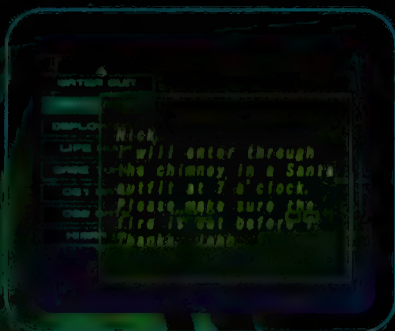
Follow the hallways back toward Nick's apartment (the next locked room on the right).



You'll have a confrontation in front of his door with one of those reappearing Human Dino-sites. Use Nick's I.D. Card on the lock and enter the room.

NICK'S APARTMENT

Take the Party Memo from the body on the floor and the Water Gun from the pillow on the bed.



The Party Memo says that John will be entering the party through the fireplace and to make sure the fire is out. Hmm... fire, Water Gun, got it! Head back out to the inner balcony and enter the last door on the left.

Inside the small hall is home to a Human Dino-site and two more Killer Bee Dino-sites. This combination is deadly! Be prepared. Use the Living Room Key on the door lock and enter.



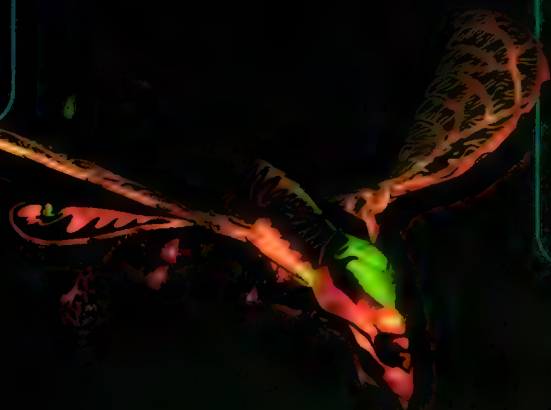
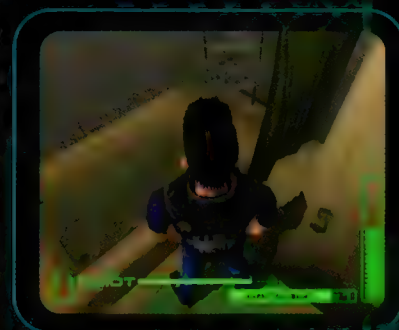
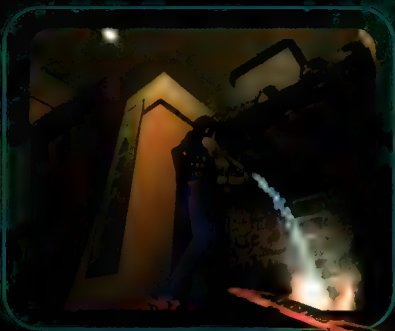
LIVING ROOM



Inside the Living Room, you'll notice another fireplace and a door to the right. Enter this door, then press the A Button when you reach the tub of water. Answer "yes" to the question about filling the Water Gun.

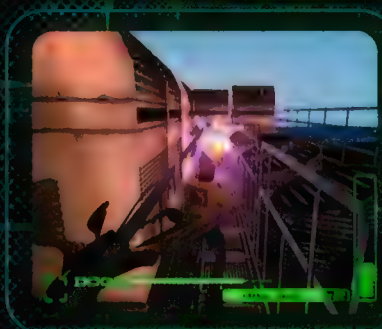
Return to the Living Room and use the Water Gun on the fire in the fireplace. This extinguishes the flames, revealing a ladder inside the chimney. When Eliot was "Eliot Dino-site," he could have pulled this off with just his wall-climbing skills!

Climb the chimney ladder to the roof of the Dino Hillton.



HILLTON RF

APARTMENT AREA



You'll meet two Dragon Fly Dino-sites and a Killer Bee Dino-site. Again, try the Rail Gun and attack before being attacked.

Continue to the end of the walkway to the right, then descend the chimney into Janine's apartment. Too bad you still don't have the Santa Suit to complete this picture.



HILLTON 2F



HILLTON RF

JANINE'S APARTMENT



As you walk into the apartment, you'll notice a picture on the desk—Dogs with an E.S.E.R. shooting instructor holding a baby.

Eliot is shocked to learn that Dogs is actually Janine's father!

Take the **Sniper Rifle** from beside the bed, then enter the hall on the other side of the silver door. This is a door that you found locked earlier. Return to the Brain Center to deliver the Sniper Rifle to Janine.



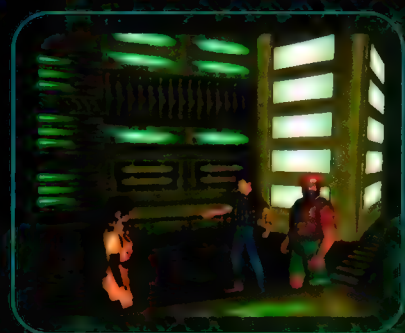
BRAIN AREA



BRAIN CENTER



Zoom in with the R Trigger.
Zoom out with the L trigger.



As you walk into the Brain Center, Janine jokes about the suety smell on Eliot and Dogs. Eliot opens the can of worms and replies, "Is that anyway to speak to your dad?"

ALL WEAPONS MODE TIME

03:01:00

Eliot enters the Nap Room to leave the two for a sentimental moment together. Save your progress on the K.I.S.S. Saving System. When you return from the Nap Room, Janine reveals her plan.

TIP

THERE IS A SHORT SHOPPING LIST YOU MAY WANT TO FULFILL BEFORE HEADING TO THE WAVE TOWER. MAKE SURE YOU HAVE ABOUT FIVE HAMBURGERS TO USE DURING THE LAST BOSS BATTLE.

YOU WILL ALSO NEED AT LEAST ONE GATLING GUN MAGAZINE AND FIVE BOXES OF 120MM MISSILES FOR THE SUPER BAZOOKA. THERE IS A VENDING SYSTEM AT THE BASE OF THE WAVE TOWER TO BUY SUPER BAZOOKA SHELLS.

SAVE ELIOT'S BAZOOKA SHELLS UNTIL THE END, AS WELL. YOU'LL FIND A COUPLE ON THE WAY. EQUIP DOGS WITH THE GATLING AS SOON AS YOU LEAVE THE BRAIN CENTER, ON YOUR WAY TO THE WATER PIPE. AS SOON AS YOU EXIT THE NEXT ROOM AT THE END OF THE HALL, THE TWO OF YOU WILL BE SEPARATED UNTIL YOU REACH THE TOP OF THE TOWER.

Exit the Brain Center through the South door and head forward, instead of the usual right turn in the hall. The large door at the end of the hall is now unlocked.

Enter the room beyond and download the Water Pipe Map, then head up the stairs and enter the water pipe.

Do you want to download the map?
No

WATER PIPE

ITEMS:

80mm Bazooka Round
120mm Missiles

80mm Bazooka Rounds

Zoom in with the R Trigger.
Zoom out with the L trigger.

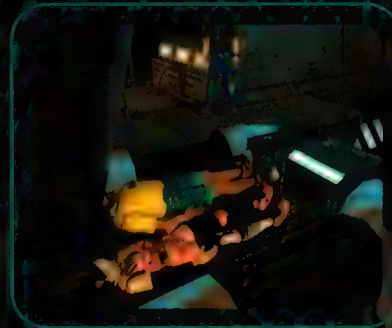


As you enter the boat dock, Eliot volunteers for the task of swimming the Water Pipe.

After you load them into the boat and send them downstream, jump in the water and begin the long trek down the pipe.

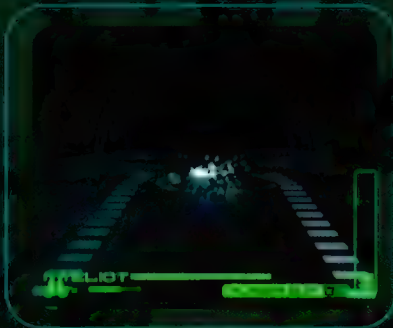


You don't have to swim at all if you walk along the left edge where the wall and the water meet (beginning in the second section of the pipe). You need to jump into the water only if you want a few of the items below. This makes traveling a lot faster. At the end of section two, you must kill a Tentacle Dino-site on the ledge, but that won't slow you down.



In section three, kill the Hanger Dino-site and the two fish, then dive into the water below to get the 80mm Bazooka Rounds.

After the elbow turn, you can find 120mm Missiles underwater, below another Hanger Dino-site.



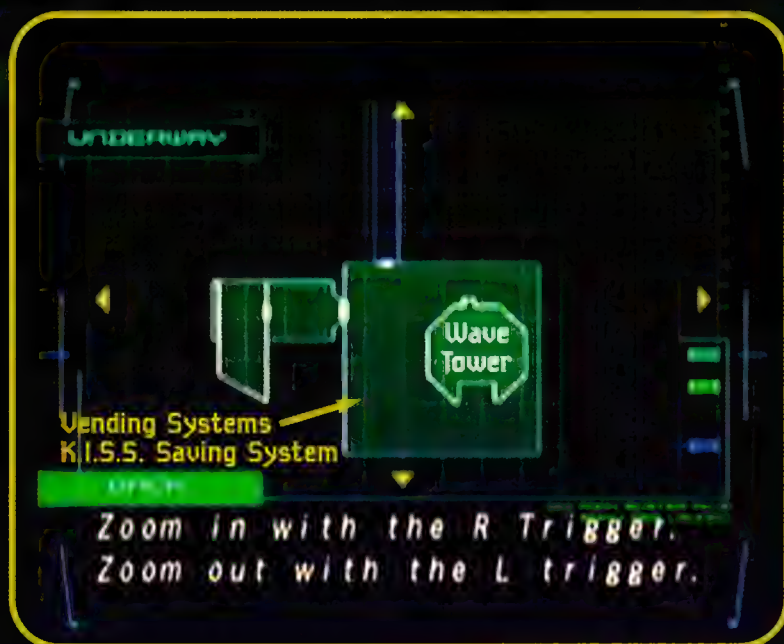
It's a short swim to the end from here.

UNDERWAY

ITEMS:

Vending Systems

K.I.S.S. Saving System





Their boat is empty. They took your advice and moved on to the Tower. Enter the door to the left of the boat.

As you enter you receive a message from Janine telling you that she and Dogs are stuck in an elevator. There's an elevator control at the top of the Wave Tower that will get it moving again.

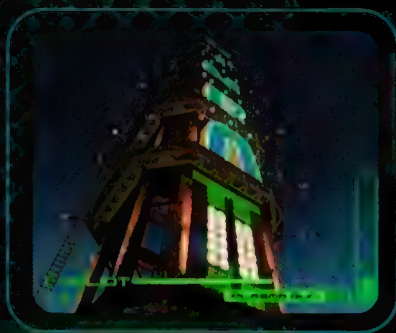


Enter the next door and go to the Vending Systems in front of the Wave Tower.

ALL WEAPONS MODE TIME

03:11:00

Download the complete Wave Tower Map and save your progress on the K.I.S.S. Saving System. You can also buy the much needed 120mm Missiles and 80mm Bazooka Rounds to make the following strategy work for you.



Climb the ladder found on the left side of the Wave Tower.

WAVE TOWER

ITEMS:

Life Hooks (3)

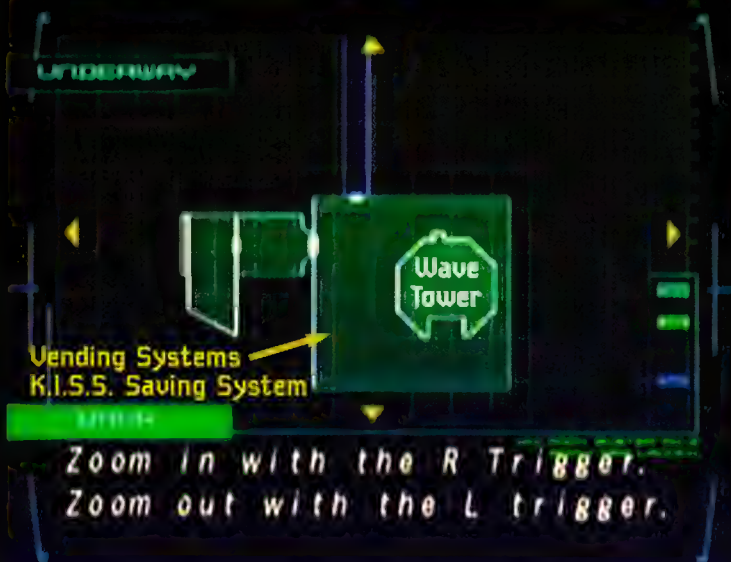
Box of Rail Gun Ammo

80mm Bazooka Rounds

120mm Missiles (2)

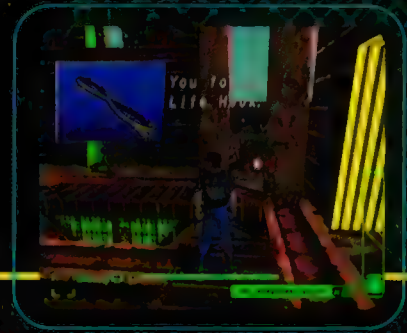
K.I.S.S. Saving System

Laser Gun Battery



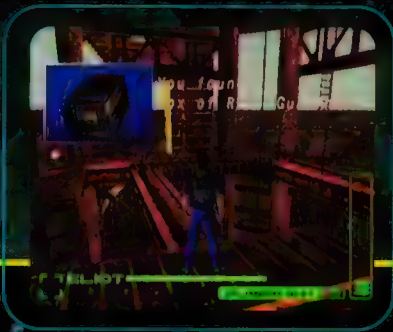
TOWER 2F

Walk to the right and take the Life Hook from the floor, then run across the girder and don't stop or it will fall. Climb the ladder on the other side to reach the next level.



TOWER 3F

Pick up the Box of Rail Gun Ammo and cross the girder. A box of 120mm Missiles can also be found on the outer rim, behind the barrier. Once across, go to the right and find the next ladder.



Start

TOWER 3F

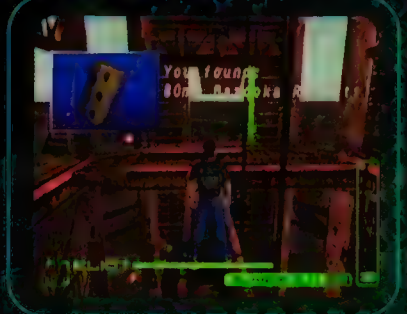


Ladder Up

Box of Rail Gun Ammo

Zoom in with the R Trigger.
Zoom out with the L trigger.

TOWER 4F



TOWER 4F

Start

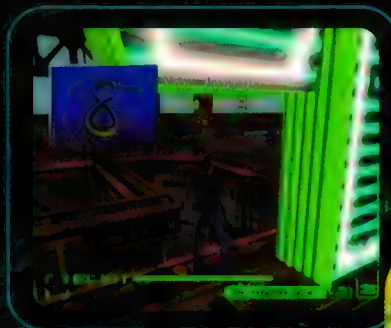


Ladder Up

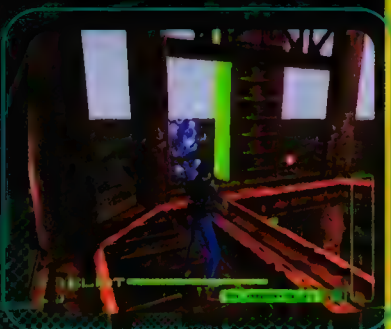
80mm Bazooka Rounds

Zoom in with the R Trigger.
Zoom out with the L trigger.

Walk to the left and kill the Tentacle Dino-site in the middle of the girder, then pick up the 80mm Bazooka Rounds. Don't worry, this girder is secure. Cross the girder and head toward the green light ahead.



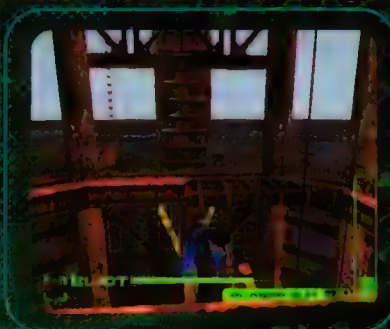
On the outside rim of the tower, walk to the right and get the Life Hook from the floor of the archway. Turn back the way you came and find the ladder. There's a Laser Gun Battery behind the pillar.



TOWER 5F

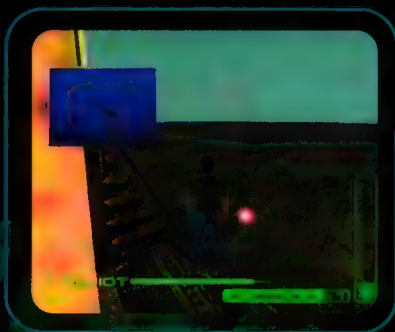
Move to the left and shoot the Tentacle Dino-site and the quickly approaching Dragon Fly Dino-site. The Plasma Gun will make short work of both.

If you think you need more 120mm Missiles, walk out and grab them, but it will cost you a Life Hook! If you don't have any Life Hooks, then stay away! Find the ladder on the opposite side.



Go to where the Tentacle was growing and cross the girder from there.





TOWER 6F

Shoot the Tentacle and cross the girder that it was on. There's another Life Hook on the other side, near the edge of the Tower. Quickly run across the center girder and find the ladder next to the green archway.

TOWER 1F

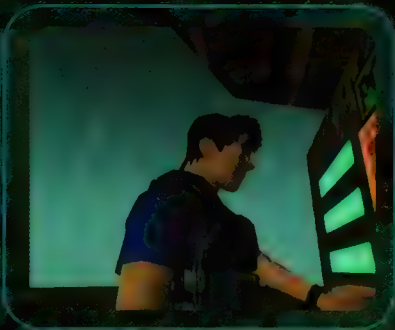


Run around the other side of the elevator shaft and climb the ladder to the control panel.

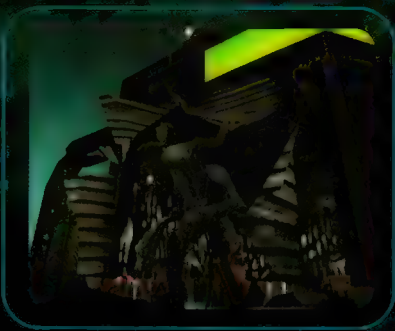


ALL WEAPONS MODE TIME

03:13:00



Choose "yes" to restart the elevator, and then use the K.I.S.S. Saving System to the left of it. Equip Eliot with Eliot's Bazooka before saving, and make sure he is at full health. Jump down to the area where Dogs and Janine are setting up for the shot.

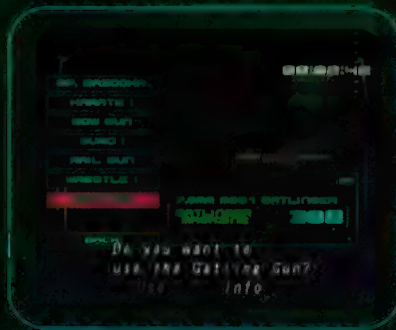


This is the beginning of the end.

Janine says that you need to hold off the two Full Human Dino-sites for three minutes and 45 seconds while she sets up the shot. These creatures will not die until the clock reaches zero.



As soon as you have control, switch to Dogs with the Gatling Gun equipped.

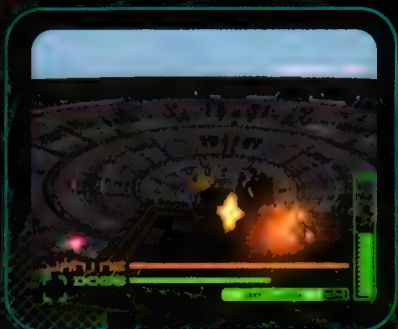




Run to either side of Janine, but not directly in front of her or you'll become the target.

Janine has an orange health bar at the bottom of the screen. If it's drained, she dies and you have to start from the last save point.

If you're down to one round of ammo, use the Gatling Gun in short bursts, spending only one shell with each pull. However, if you bought more ammo earlier, then have at it!

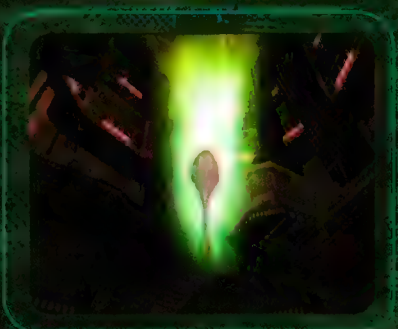
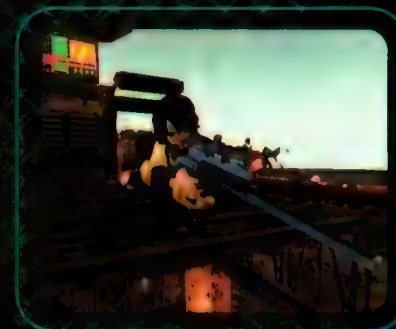


When the Gatling Gun finds its target, shoot. The creature will fall, causing the Gun to find the next target. When it does, shoot again. If you maintain this pattern, the Human Dino-sites will eventually cease to appear on the screen.



This gives you plenty of time to switch to the Super Bazooka when the clock reaches five seconds. Make sure the Bazooka is loaded before the clock reaches zero.

After saving Janine and buying time to shoot the pump, Eliot and Dogs throw the creatures from the Tower and Janine successfully hits the pump.



The Nephilim meteor plunges to the center of the egg and the creature hatches.

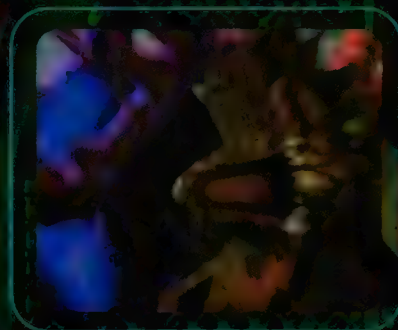
Eliot, Dogs, and Janine run through the Underway to escape into the Gigadent courtyard.





Nephilim morphs into her actual self and attacks the mighty creature.

As she bites the neck of the monster, the scene cuts back to the three in the courtyard as the monster, who apparently broke free, now comes crashing through the Lab wall.



FINAL BOSS BATTLE: CLONE JASCONY

HIT POINTS: 1,050

ATTACKS: RIGHT ARM, BREATH, AND RIGHT FOOT.



When Clone Jascony takes his second Breath attack, neither of which damages Dogs, you will gain control of the character.

Run toward the camera and to the left as far out of the way as you can (but not so far that the camera keeps looking at your feet). Always stay as far away from Jascony as possible—his Right Arm and Right Foot attacks are worse than the Breath.



When you're clear of the Fire Breath, line up and shoot the Boss with the Super Bazooka as many times in one standing as possible. Sometimes the flames won't reach you when you are constantly shooting into his Fire Breath.



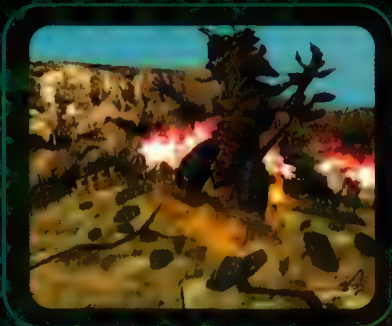
When they do, however, run to the opposite side of the field and eat a Hamburger. If you're eating while Fire Breath hits you, you will not be affected. If you change characters and leave the running to Eliot, you will get to where you are going a lot faster, especially if you're hobbling.



If you must use Eliot (your health is low and it was smarter to change than to eat, or the Super Bazooka ran out of ammo), then use Eliot's Bazooka to attack Clone Jascony.



After nine successful hits from the Super Bazooka, the creature falls into a crevice in the ground. Before the movie of Jascony falling is completely over, you can sneak in a couple of sucker shots!



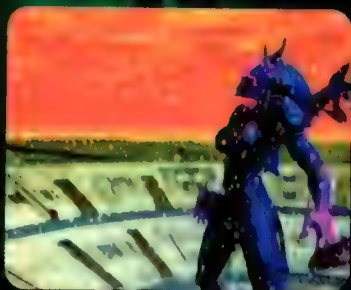
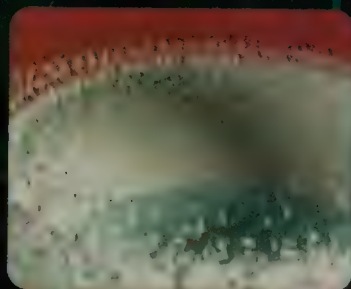
Keep firing the Super Bazooka until you land six more hits and the Boss will die.



THE ENDING



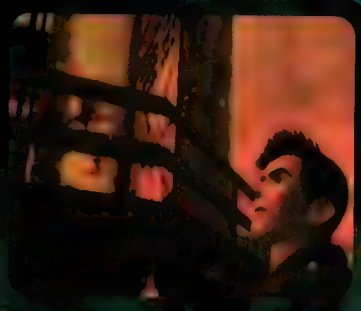
When Clone Jascony is defeated, the dome over the island dissolves and it begins to snow.



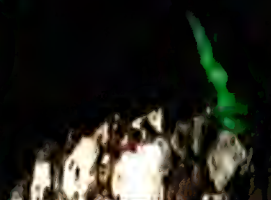
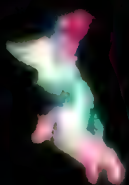
Nephilim, still alive, develops wings and flies off in a burst of light.



Tim is seen alive and floating in the ocean off the coast of the island. Eliot says goodbye to his blue friend.



After the credits role, you see Nephilim curl up into a ball and launch another meteor like the one that took out the satellite. He then chases that with a bunch of blue meteors.



The text reads, "SEE YOU NEXT ADVENTURE... The End."

BESTIARY

HUMAN DINO-SITES

Variety	Hit Points			Money			Right Arm Attack		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Doctor Suit	90	90	90	320	320	320	7	9	13
White Shirt	90	90	90	270	270	270	7	9	13
Aloha	90	90	90	240	240	240	7	9	13
Black T	85	85	85	220	220	220	7	9	13
No Shirt	80	80	80	200	200	200	7	9	13
B Doctor Suit	45	45	45	120	120	140	7	9	13
B white Shirt	50	50	50	101	110	130	7	9	13
B Aloha	45	45	45	100	100	120	7	9	13
B Black T	60	60	60	90	90	120	7	9	13
No Shirt	40	40	40	90	80	80	7	9	13

Variety	Left Arm Attack			Nail Attack		
	Easy	Norm	Hard	Easy	Norm	Hard
Doctor Suit	8	10	16	9	11	20
White Shirt	8	10	16	9	11	20
Aloha	8	10	16	9	11	20
Black T	8	10	16	9	11	20
No Shirt	8	10	16	9	11	20
B Doctor Suit	8	10	16	9	11	20
B white Shirt	8	10	16	9	11	20
B Aloha	8	10	16	9	11	20
B Black T	8	10	16	9	11	20
No Shirt	8	10	16	9	11	20



THE ANTIPODE HUMAN DINO-SITES

Variety	Hit Points			Money			Right Arm Attack		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
White T	70	70	70	240	240	240	3	5	5
Green T	35	45	45	70	70	80	3	5	5
Yellow T	30	40	40	60	60	70	3	5	5
Blue T	25	35	35	50	50	60	3	5	5
Silver	0	0	0	0	0	0	3	5	5

Variety	Left Arm Attack			Nail Attack		
	Easy	Norm	Hard	Easy	Norm	Hard
White T	4	6	6	6	7	10
Green T	4	6	6	6	7	10
Yellow T	4	6	6	6	7	10
Blue T	4	6	6	6	7	10
Silver	4	6	6	6	7	10



FULL HUMAN DINO-SITES



Variety	Hit Points			Money			Right Arm Attack			Left Arm Attack		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Brown	180	220	220	500	500	500	6	8	12	9	13	16
Purple	250	250	250	640	640	640	6	8	12	9	13	16

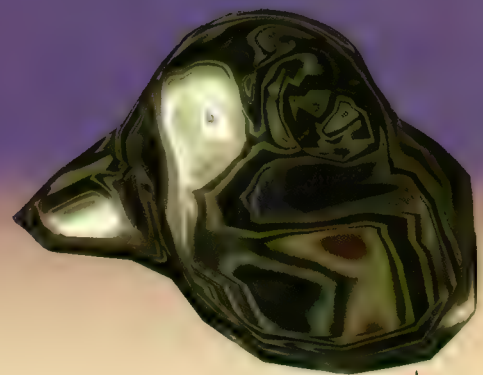
DRAGON DINO-SITES



Variety	Hit Points			Bite			Whip/Tail			Breath		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Freezer	240	270	270	12	15	25	8	10	16	6	8	12
Lab	250	270	270	12	15	25	8	10	16	6	8	12
Theatre	350	350	350	12	15	25	8	10	16	6	8	12

VECTOR SLIME

Variety	Hit Points			Slime Spike		
	Easy	Norm	Hard	Easy	Norm	Hard
Green	250	250	250	8	11	17
Brown	450	550	550	8	11	17
Silver	280	280	280	8	11	17
Dark Silver	350	350	350	8	11	17



TENTACLE DINO-SITE

Variety	Hit Points			Whip/Tail		
	Easy	Norm	Hard	Easy	Norm	Hard
Small on Ground	28	28	28	4	6	8
Medium on Ground	37	37	37	6	8	12
Big on Ground	50	50	50	9	11	15
Small from Ceiling	30	30	30	4	6	8
Medium from Ceiling	37	37	37	6	8	12
Big from Ceiling	60	60	60	9	11	16



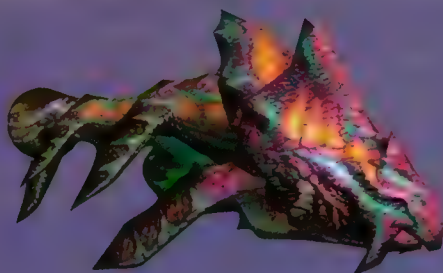
CRAB DINO-SITE

Variety	Hit Points			Right Arm Attack			Both Arms			Breath		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Green Jeep	200	200	210	15	18	16	15	18	24	5	8	13
Red Jeep	210	210	260	15	18	16	15	18	24	5	8	13



BARRACUDA

Variety	Hit Points			Bite			Small Bite			Whip/Tail		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Big	54	65	65	8	10	13	4	5	4	3	4	5
Small	36	45	45	8	10	13	4	5	4	3	4	5
Small on Ground	45	45	45	8	10	13	4	5	4	3	4	5



DOG DINO-SITES

Variety	Hit Points			Bite		
	Easy	Norm	Hard	Easy	Norm	Hard
Brown	70	70	70	7	9	15
Blue	105	105	105	7	9	15



BUFFALO DINO-SITES

Variety	Hit Points			Body Attack			Laser		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Brown	120	120	120	4	6	6	6	9	9
Blue	250	250	250	4	6	6	6	9	9



DRAGON FLY DINO-SITES

Variety	Hit Points			Bite		
	Easy	Norm	Hard	Easy	Norm	Hard
Alone	70	70	70	7	8	12
With Man	90	90	90	8	10	14



FIRE FLY DINO-SITES

Variety	Hit Points			Bite		
	Easy	Norm	Hard	Easy	Norm	Hard
Red	22	22	26	1	2	4
Blue-green	28	28	28	3	3	3



MISCELLANEOUS DINO-SITES

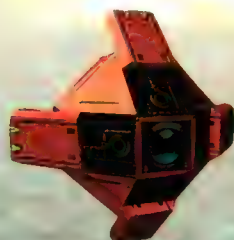
Variety	Hit Points			Bite			Lava			Whip/Tail		
	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
Killer Bee	50	50	50	5	7	10	*	*	*	*	*	*
Bird	20	20	29	3	4	4	*	*	*	*	*	*
Hanger	70	70	70	6	8	14	2	5	10	*	*	*
Pirahna	200	200	200	10	10	14	*	*	*	*	*	*
Lobster	14	23	23	3	4	8	*	*	*	*	*	*
Caterpillar	180	190	190	9	11	18	*	*	*	6	8	14

CLONE JASCONY

Hit Points			Right Arm Attack			Breath			Right Foot		
Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard	Easy	Norm	Hard
850	1050	1050	40	40	80	18	22	40	100	100	100

Note

LASERS CAUSE THE FOLLOWING DAMAGE: 3 (EASY), 4 (NORM), 5 (HARD).



ITEMS

Item:	Description:	Location:
120mm Missiles	Ammo for the Super Bazooka	Hello Market F2, Freezer A, and Wave Tower Vending Systems
1st Storage Key	Opens Storage Room 1/Hello Market. Inside: Shotgun and ammo	From Devlin/Staff Room/Stockyard/City Area
80mm Bazooka Rockets	Ammo for Eliot's Bazooka	Hello Market F2, Freezer A, and Wave Tower Vending Systems
Acid Gun	Weapon for Eliot	Bought at Gun Shop in Hello Market
Acid Tank	Ammo for Acid Gun	Hillton 2F, also Hello Market and Lab K.I.S.S. Vending Systems
Bare Hands	Dogs' short-range weapon	Dogs comes equipped with his hands
Bermuda Bank Card	Used to withdraw money from Bank of Kimra in the Mid Area (code: 1394)	Cable Warehouse Room/Area G/Plant F1/Power Plant
Big Gaily	Stuffed animal for little girl in Digimuse Arcade	Obtained after winning Jungle Hunter in the Arcade/Mid Area/City Area
Bow Gun	Weapon for Dogs	Dogs comes equipped with this weapon
Box of Napalm	Ammo for the Napalm Launcher	Hello Market, Freezer A, and Wave Tower Vending Systems
Box of Rail Gun Ammo	Ammo for Dogs' Rail Gun	Hello Market, and both Lab K.I.S.S. Vending Systems
Box of Shotgun Shells	Ammo for Eliot's Shotgun	Vending Systems
C01 Gate Key	Opens C-Gate 1 on Dino Bridge	On a corpse beyond the first C-Gate door
C02 Gate Key	Opens C-Gate 2 on Dino Bridge	On corpse next to C-Gate 2
C02 Room Key	Opens Security Room	On top of Security Room/Dino Bridge/Bay Area
Chris' I.D. Card	Facility worker's card used to access the Brain Center's Database	Behind Rats' Wine Rack/Rats Yard/Mid Area/City Area
Clean Suit	To Pass the germ test in the Lab	In the dressing room of Kimra Lab 1F
Clone Room Key	Opens Door to Clone Room/Lab 1F	On dog in third cell in last room in hall/Lab B2
Condenser Room Key	Unlocks Power Plant Condenser Room	Administration Office/Area Y/Plant F1/Power Plant
Control Room Key	Opens Control Room, Freezer A/Plant 3F	After killing Boss Dragon/Freezer A/Machine Room
Crank	Used to open door next to the elevator in Control Room of the Power Plant	Second door on left under Control Room/Plant B1
Docksin	Medicine that stops Devlin's seizure	Orange Vending System/Bargain Store/Hello Market
Dr. Jacob's Key	Used to Exit Botanical Room/Lab B2	Inside Jacob's safe/Experiment Room No. 4/Lab B2
Dr. Kimra's I.D.	Used to enter the Gigadent from Cloning Chamber Exit Door/Lab F1	Under Dino-site in the the Cloning Chamber/Lab F1
Driver's License	Chris' License, used to break computer access code (0513)	Behind Rats' Wine Rack/Rats Yard/Mid Area/City Area
Electric Cables (4)	Repair capacitors in the Power Plant	Plant B1 (2), Room R-7/Plant F1 (1), Room G-1/Plant F1 (1)
Eliot's Bank Card	Used to withdraw money from Bank of Kimra in the Mid Area (code: 3532)	Only item in your inventory at the start of the game

Item:	Description:	Location:
Eliot's Bazooka	Weapon for Eliot	Parking Garage; obtainable after defeating Crab Boss #2 upon exiting Power Plant
Emergency Axe	Short-range weapon for Eliot	Hello Market Bargain Store and Gun Shop Vending Systems
Fish Poison	Kills Piranha in the Mid Area Water	On Pier behind Tackle Shop/Mid Area/City Area
Fishing Area Key	Opens back door of Tackle Shop in the Mid Area/City Area	After killing the Fish in the Tackle Shop/Mid Area/City Area
Free Water	Restores Health	Shower Operation Room of Kimra Lab B1
Freezer Key	Opens Freezer A door in Lab Town	Staff Room Safe in the Hello Market/Lab Town
Frozen Blood	Once thawed, used to trick and operate the Lab Elevator B1	Experimentation Room No. 3 of the Kimra Lab B1
Fuel Tank Card	Accesses the Fuel Tank maintenance system	Run Road B1/behind Fuel Tank on corpse near gorge
Game Token	Plays Jungle Hunter in the Mid Area system	Little Girl in corner of Arcade/Mid Area/City Area
Gatling Gun	Weapon for Dogs	Beyond bolder at Crab Boss/Run Road A1. Also Bargain Store, and both Lab K.I.S.S. Vending Systems
Gatling Gun Magazine	Ammo for Dogs' Gatling Gun	Run Road A1/near Crab Boss #1 and Lab. Also Hello Market Vending Systems
Gigadent Disk	Hacks info for Janine on Dino-site	Under Dino-site in the the Cloning Chamber/Lab F1
Gun Shop Key	Unlocks door to Gun Shop in Hello Market	Next to Devlin/Staff Room/Stockyard/Hello Market/City Area
Hamburger	Large Health Power-up	Vending Systems
Hand Gun	Weapon for Eliot	Security Room/Dino Bridge
Hand Gun Magazine	Ammo for Eliot's Hand Gun	Vending Systems
Hassy (Large)	Large Health Power-up	Vending Systems
Hassy (Small)	Small Health Power-up	Vending Systems
Heater	For keeping warm in the Freezers	From Operation Room go left then right at T/Freezer A
Hello Market Card	Used to unlock door to Hello Market	On body in the Safety Wall/Lab Town/near Freezer A
Hot Dog	Large Health Power-up	Vending Systems
Insulated Gloves	Repair Capacitors without shock	Inside Cable Warehouse Room/Area C/Plant 1F/Power Plant
Invert Key	Resets temperature to normal in Freezers	Temperature Control unit/Operation Room/Freezer A/City Area
Iron Fists	Short-range Weapon for Eliot	Hello Market F2, and Lab K.I.S.S B1 Vending Systems
Jacob's Disk	More info on Dino-site when used in the 1st Experiment Room Computer/Lab 1F	Inside Jacob's safe/Experiment Room No. 4/Lab B2
Jacob's Safe Key	Opens Dr. Jacob's Safe in Experiment Room No. 4/Lab B2	After exterminating Dr. Jacob you receive Jacob's Safe Key/Experiment Room No. 4/Lab B2
Janine's I.D. Card	Opens gate at Maple St/Bay Area/Lab Town and Christmas Party Room/Dino Hillton 2F	Brain Center after leaving the Kimra Lab
Jeep Key	For Jeep on the Run Road to the Lab	Received after defeating Crab #2 Boss in the Parking Garage of the Power Plant
John's I.D. Card	Unlocks John's Apartment/Hillton 2F	In the Kitchen of the Hillton 2F
Karate T-shirt	Weapon for Dogs	Nap Room/Brain Center/Brain Area
Kimra Bank Card	Used to withdraw money from Bank of Kimra in the Mid Area (code: 1008)	Behind boxes in Storage Room 2/Stockyard/City Area

Item:	Description:	Location:
Kimra Visitor I.D. Card	Opens the door to the shuttle port	Dino Bridge security room
Laser Gun	Long-range weapon for Eliot	Hello Market F2 Vending Systems
Life Hook	Each Life Hook saves you from one fall	Behind Fuel Tank also various Vending Systems
Living Room Key	Opens living room door in Hotel 2F	In John's Apartment/Hillton 2F
Lounge Key	Used to access the Lounge Room in Lab 1F	In the pocket of the Clean Suit from Dressing Room/Lab 1F
Machine Room Key	Opens Machine Room in Freezer A	Operation Room/Freezer A/City Area
Magazine of Arrows	Ammo for Dogs' Bow Gun	Vending Systems
Meat Room Key	Opens Meat Room in Freezer C	Found on top of Ice Blocks in Freezer C
Medical Lab Key	Opens Medical Lab in Dark Hall/Lab B2	Obtained after killing Vector Slime Boss on Lab B3
Metal Bat	Short-range weapon for Eliot	Beat game within four hours
Mine Key	Unlocks door to Vector Slime Boss/Lab B3	Aquatic Life Experimentation Room water tank/Lab BM2
Movie Ticket	Used to enter Movie Theater	Vending System outside of Theater
Napalm Launcher	Weapon for Eliot	Dino Slope/Shuttle A also Hello Market F2 Vending System
Nick's I.D. Card	Unlocks Nick's Apartment/Hillton 2F	Climb on top of the yellow flowers in the back-left corner of the Christmas Party Room/Hillton 2F
Observation Room Key	Opens Experiment Room of Lab 1F	Received after defeating Vector Slime in Lab 1F storage area
Omega Club Key	Opens door to Omega Club in the Mid Area of the City	Back of K.I.S.S. Room/Plant 3F/Power Plant
Operation Room Key	Opens Operation Room in Freezer A	First Warm Room in Freezer A/City Area
Oxygen Tank	Used to safely enter Lab 1F	On the cart in the Lab 1F Experiment Room
Party Memo	Clue to finding ladder to Hillton Roof	Nick's Apartment/Hillton 2F
Pasta Plate	Increases max health meter	Vending Systems
Plant Area Card	Used to exit glass room on Plant 3F	On body carried by Dino-sites in glass room of Plant 3F
Plasma Gun	Weapon for Eliot	Vending System in Gun Shop of Hello Market
Plasma Gun Battery	Ammo for Plasma Gun	Vending System in Gun Shop of Hello Market; Lab K.I.S.S. F1
Power Mixer	Short-range weapon for Eliot	In Boulder Blocked Room Lab B3 (must climb pipes to enter)
Rail Gun	Weapon for Dogs	Women's Restroom on floor next to body/Mid Area/City Area; also Hello Market F2 and Lab K.I.S.S. B1 Vending Systems
Ray Gun	Weapon for Eliot	Hello Market F2/SOLD OUT, beat the game within four hours
Ray Gun Battery	Ammo for Ray Gun	Vending System in Bargain Store/2nd Floor/Hello Market
Ray Sword	Short-range weapon for Eliot	Back room of Omega Club/Mid Area/City Area
Rental Video Shop Card	Opens rental video store in Hello Market	Back of the Music Store, Side B/Hello Market
Roland's Safe Key	Opens safe in Hello Market Staff Room	On Roland/Bargain Store/2nd Floor/Hello Market
Santa Suit	Dogs' Clean Suit, others won't fit	Lounge Room of Kimra Lab 1F
Shotgun	Long-range Weapon for Eliot	Found in Storage Room 1/Stockyard/Hello Market/City Area; also in Gun Shop at Hello Market
Sniper Rifle	Knocks out pump from Wave Tower	Janine's Apartment, in case next to bed/Hillton 2F
Stairway Switch Key	Activates Stair Switch, Theater/Cinamax	Received after killing Dragon Boss in Cinamax Theater
Steak Plate	Increases max health meter	On table in Omega Club/Mid Area/City Area; also in some Vending Systems
Stock Room Key	Opens Cable Warehouse door in Area G/Power Plant F1	Room Y-4/Plant F1/Power Plant

Items	Description:	Location:
Stun Rod	Short-range Weapon for Eliot	Room B-5/Power Plant F1; also Hello Market F2 Vending System
Sumo T-shirt	Weapon for Dogs	Hello Market F2 and Gun Shop Vending Systems
Sushi Plate	Increases max health meter	Various Vending Systems
Tackle Shop Key	Opens door to Fishing Tackle Store in the Mid Area/City Area	Behind Wine Rack in Rats Yard/Mid Area/City Area
Thawed Blood	Fools elevator in the Lab B1	Defrost Frozen blood in Blood Thawing Room/Lab 1F
Town Pass	Opens Shutter Door to Lab Town	Janine gives it to Eliot in the Brain Center
Ventilation Room Key	Opens Ventilation Room in Lab B1	Bottom of the stairs/end of the hall/Lab B1
Warming Room Key	Opens door to Warming Room in Freezer A	Between First Warm Room and Tentacle near frozen door/Freezer A/City Area
Water Gun	Douses fire in Living Room or Party Room to access ladder to Hillton Roof	On Nick's Bed in his apartment/ Hillton 2F
Work Schedule	Used to find Roland in the Hello Market	On the table of the Staff Room/Stockyard/City Area
Wrestling T-shirt	Weapon for Dogs	Hello Market F2, Gun Shop, Lab K.I.S.S. B1 Vending Systems
Yucatan Bank Card	Used to withdraw money from Bank of Kimra in the Mid Area (code: 1861)	Satellite Dish Building/Run Road A2/Brain Area

LONG-RANGE WEAPONS LIST

Weapon	Hit Points	Shots/Cartridge
Hand Gun	8	15
Shotgun	4	24
Acid Gun	22	10
Napalm Launcher	22	4
Laser Gun	8	199
Plasma Gun	37	8
Eliot's Bazooka	100	5
Ray Gun	13	10
Bow Gun	18	8
Rail Gun	24	15
Catling Gun	10	199
Super Bazooka	110	3



SHORT-RANGE WEAPONS LIST

Weapon	HPs 1st Combo	HPs 2nd Combo	HPs 3rd Combo	HPs 4th Combo
Eliot Unarmed	1	1	4	23
Metal Bat	6	7	15	24
Axe	7	12	18	28
Stun Rod	9	14	21	33
Iron Fist	16	20	24	*
Ray Sword	22	22	60	*
Power Mixer	13	*	*	*
Karate T-shirt	3	11	*	*
Sumo T-shirt	3	*	*	*
Wrestling T-shirt	4	50	23	*
Club	127	*	*	*



SECRETS

ELLIOT'S ALL WEAPONS MODE

If you beat the game in less than five hours, you'll unlock the All Weapons Mode. This mode will start Elliot out with all his weapons available in the game, maxed-out with ammunition. The cleared save will appear as a brownish orange on the save screen, as will all the saves the second time through the game. You also have 100 Small and 100 Large Hassy sodas. One previously unattainable weapon will now be in Elliot's inventory—the Ray Gun. This mode will not fill up Dogs' weapons inventory, so you'll still need to enhance his arsenal the old-fashioned way—find or buy them.

MAD MODE

To unlock Mad Mode, you must beat the game four times using the cleared save data from the previous game each time. The words "Mad Mode" will appear at the bottom of the game screen near the health meter. This mode gives you 100 Large and 100 Small Hassy sodas and all of Elliot's weapons. All the weapons are automatic and have infinite ammo! Check out the Plasma Gun—this one is dangerous!

CONDITIONS FOR UNLOCKING MAD MODE:

- Beat the game four times using the previously cleared save data each time you begin a game.
- Save and talk to the worker in Shuttle A.
- Give Devlin (the Hello Market manager) his "Docksin."
- Give the Gaily doll to the girl in the Arcade.
- Talk to Aisha, who is standing on a table in one of the rooms connected to the hallway that's "gassed" in the Lab. You must talk to her before your encounter with Dr. Jacobs. This triggers a cut-scene where she explains that you should talk to Dr. Jacobs. If you talk to her after killing Dr. Jacobs, it won't trigger the cut scene, she won't respond to you, and it won't count.

BONUS SWIMMER MODE



To see and play with the characters in swim suits, do the same thing you did to get the Mad Mode, but this time, DON'T talk to Aisha in the lab, and drink five or more Free Waters in the Lab Shower Operating Room. Then, finish the game, save, and play it over again to get the Swimmer Mode. Also, if you pop the game CD into your computer and open the "Omake" folder, you can see artwork of the characters in their bathing suits, plus a few others pictures.

THE FIVE-HOUR GAME STRATEGY

In order to successfully complete the game in less than five hours, we recommend you first attend to the following checklist:

- ▶ Make sure you are surge protected.
- ▶ Visit the bathroom.
- ▶ Take the phone off the hook.
- ▶ Have a glass of Mountain Dew and a can of Pizza Pringles within your reach!

Actually, it's not that tough. Your gameplay time is recorded in the top-left corner of your save data, which you can see when you access a K.I.S.S. Saving System.

ALL WEAPONS MODE TIME BOXES

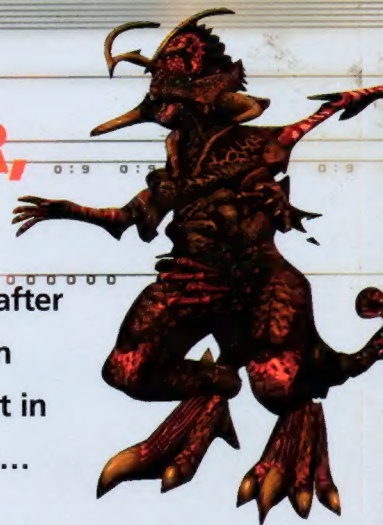
To give you an idea of how long it should take between K.I.S.S. Saving Systems, we've included our time at each save point throughout the strategy. Our game was completed in three hours and nineteen seconds, so there is a little leeway. Below are some tips for beating the game in less than five hours.

- ▶ If you want to take a break, do it at a K.I.S.S. Saving System. Save, then exit out to the Title Menu Screen (Y + B + A + X + Start), or turn off the Dreamcast.
- ▶ Avoid confrontation with as many enemies as possible. Example: Shoot Tentacle Dino-sites that block your path, but run around Human Dino-sites.
- ▶ When you save your progress, exit out to the Title Screen so that you can review the strategy leading to the next K.I.S.S. Saving System. This will stop the clock while you read ahead.
- ▶ Use the tip in the Hello Market strategy to avoid triggering the countdown while you get Devlin's Doxin. Also, activate the Pen Pen Stamp Rally as soon as you enter the Market, and pick up the Sparky Stamp on Side A of the Market before going to Side B.
- ▶ You don't have to kill the Crab Dino-site Boss on Run Road A1. Push the boulder and get the Gatling Gun while maneuvering around the perimeter of the ring in the Boss battle camera mode.
- ▶ On the Run Road, enter only the Satellite Building that contains the Yucatan Bank Card—there's no compelling reason to visit the others.
- ▶ When you return to the Brain Center from the Power Plant and are informed that it's Christmas, do not begin your Christmas Weapon Shopping spree yet. Wait until you go toward that area before entering the Maple Street Gate to get Janine's Rifle.
- ▶ In the Kimra Laboratory, do not extend the time that you are given to rid Elliot of the Dino-site cell. Go directly through the Botanical Room from Jacob's Lab and throw the switch, then get the Mine Key from the Aquatic Life Experimentation Room.
- ▶ In the Kimra Laboratory, do not go up the pipes before the Vector Slime Boss to get the Power Mixer from the Boulder-Blocked Room. Instead, go directly to the Mine. Skip that Power Mixer and stairway altogether.

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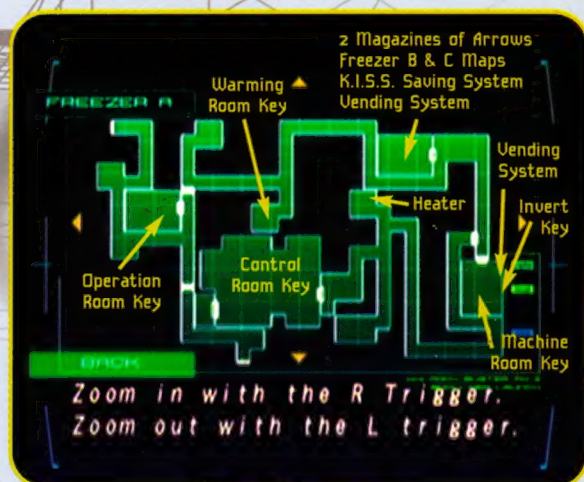
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